

Star Lederer

Innovator, open-source enthusiast, dreamer

Open-source work

Interfacer est. 2022-07

Cross-platform Tauri application that maps shell scripts to an intuitive UI.

vite-plugin-fs est. 2021-10

Vite plugin that allows developers to interact with Node fs from the browser.

Metashine est. 2021-04

Modern, attractive and beginner-friendly ID3 editor made with Rust, Electron and Svelte.

Experience

2022-07 - 2023-07

Front-end developer @ DTT

Worked on 4 client projects.
Collaborated in an agile team.
Participated in technology research process.
Assisted interns in their learning process.

2022-02 - 2022-06

Graduation thesis on the Momentum metaverse @ Odyssey

Conducted user research that helped identify metaverse use-cases.
Built a well-received mobile prototype using React Native.

2021-07 - 2022-03

Front-end developer @ Digital Chef

Took critical decision in designing the tech-stack.
Built 3 separate projects using Unity, Vue, Nuxt and Wordpress.
Developed concept that landed DigitalChef a presentation with Unilever.

2021-05 - 2022-01

Unity & web developer @ Odyssey

Created a procedural 3D animation that helped Odyssey acquire investors.
Prototyped a new asset architecture that enabled Odyssey to scale their product.

2021-02 - 2021-06

Graphics engineering intern @ Digital Chef

Completed the initial internship assignment 5 months ahead of schedule.
Developed multiple AR applications that landed DigitalChef 2 new clients.

2019-10 - 2021-01

Student assistant @ Hanze University of Applied Sciences

Helped students increase their grades by 20%.
Convinced multiple students not to drop out.
Assisted students in Unity and Web development.

Portfolio

starlederer.github.io

Contact

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Netherlands or all of EU

Skills

Good at

React

Vue

Svelte

Solid

Typescript

Storybook

SASS

Tailwind

Vite

Webpack

Node

Git

REST

Learning

Rust

Deno

Cypress

Prisma

Linux

Nix

Docker

SQL

Axum

DevOps

Other experience

Visual design

UX

Game development

React Native

Strapi CMS

Firebase

Jest

Electron

Java

C#

Education

2018-09 - 2022-06

Bachelor's degree in game design @ Hanze University of Applied Sciences

2010-09 - 2018-05

General education diploma @ ISMA "Premjers"

2006-09 - 2010-05

Elementary school diploma @ Public school of Riga #88