Star Lederer

Innovator, open-source enthusiast, UX/DX perfectionist

Experience

2022-07 - present
Open-source Tauri developer @ Interfacer
Developed cross-platform UI using Svelte, UnoCSS and Tauri.
Implemented a robust app backend with Rust.

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.

2021-12 - 2022-03
WordPress developer @ Metachef (form. DigitalChef)
Helped Metachef restart their brand by building a new website.
Achieved full GDPR compliance on Metachef's new website.

2021-10 - present
Open-source Node developer @ vite-plugin-fs
Built an open source Vite plugin that is downloaded over 100 times weekly.

2021-07 - 2021-08
Prototype developer @ Digital Chef
Developed an online store 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.

2021-04 - present
Open-source Electron developer @ Metashine
Built clean and modern UI using Vite, Svelte and Electron.
Developed a NAPI module in Rust that made Metashine ID3 compliant.
Handled GitHub issues and multiple fixed bugs.

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.
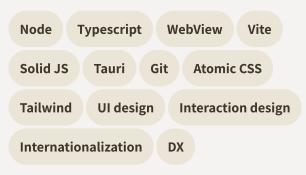
Portfolio

[**starlederer.github.io**](starlederer.github.io)

Contact

+31 6 83968615
germans.lederers@gmail.com
Groningen, Netherlands

Skills

Comfortable with

Node Typescript WebView Vite
Solid JS Tauri Git Atomic CSS
Tailwind UI design Interaction design
Internationalization DX

Learning and improving at

Deno Rust Backend Prisma Bevy
Shaders Documentation Open-source
User research Linux Nix Docker

Past experience

Svelte Vue Nuxt React
React Native Jest Webpack Electron
Java C# Unity WordPress

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