

DANIELE LONGO

Front-End Developer with Graphic Design Background

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I am a motivated Front-end Developer passionate about problem-solving with creative solutions and a keen eye for visual aesthetics that follow good design principles. My 10+ years of experience as a graphic designer developing print, digital, and motion graphics materials allowed me to grow as a reliable and results-driven team player that delivers with a growth mindset and commitment to success.

SKILLS: JavaScript, Python, CSS3, HTML5, SASS, Bootstrap, MaterialUI, GSAP, ReactJS, NextJS, NodeJS, ExpressJS, MongoDB, VSCode, PostgreSQL, Git, Version Control, GitHub, Postman, RESTful API's, Mongoose, EJS, Responsive Design, HTML Emails, Adobe Photoshop, Illustrator, After Effects, Premiere Pro.

RELEVANT EXPERIENCE

Software Engineering Immersive | General Assembly | Remote Part-time | September 2021 – Present

Currently working on completing 500+ hours of expert-led instruction in JavaScript, Python, MongoDB, Node, React, and hands-on learning of web and mobile application fundamentals using the industry's most in-demand technologies. Developed projects, including:

- **FAMILY MEAL KITCHEN:** [Github](#) • [Demo](#) - SEO-driven website for a local catering company to increase brand awareness and receive online orders. Built with NextJs, MongoDB, Mongoose, Styled-Components, equipped with admin panel with custom-built CMS and order status management.
- **MY SUGRPET:** [Github](#) • [Demo](#) (U:demo-user / P:demo2022) - I designed and developed this application for tracking insulin shots on pets with diabetes. Built with ExpressJS, NodeJS, MongoDB and Mongoose Database, with EJS, Passport, and Multer Node Packages including integration with Cloudinary implementing their special AI image cropping.
- **STACKDEVHELP:** [Github](#) • [Demo](#) - This is a friendly & simplified clone of StackOverflow built with ReactJS, NodeJS, ExpressJS, MongoDB, Mongoose, Styled-Components, and MaterialUI. Developed custom API with user authentication, reusable components including implementing React-Markdown. As a group, we collaborated on both front end and back end REST API, I was mainly responsible for the design, different components, their functionalities, assigning tasks to teammates via Trello, managing Github branch policies, and version control.
- **PRESS YOUR TESTER:** [Github](#) • [Demo](#) - Built with Vanilla JavaScript, HTML & CSS grid system – Designed and developed this fun game geared towards software engineers, inspired by the 1980's TV Show Press Your Luck.

Graphic Designer / Webmaster | FLCC, Inc. | Deerfield Beach, FL | April 2006 – Present

- Promoted from Administrative Assistant role to Creative Director role, based on exemplary performance in taking the initiative to start and complete projects that improved brand awareness and integrity.
- [FLCC Website](#): Built with WordPress in 2015, I implemented the Jobera theme, integrating Salesforce ATS and later to Crelate ATS using plugins to import XML data of 40+ open positions handling an average of 50 daily applications, enhancing new administrative workflow and reducing 10+ weekly work hours.
- Developed weekly responsive HTML & CSS emails to 30K+ subscribers in the construction industry, using different ESP services such as iContact, Campaigner, and MailChimp, enabling nearly 20% increase in new candidates applications and user engagement.
- Designed engaging PowerPoint Presentations targeting both clients and candidates resulting in 15% new business service revenue. (ie: Company Culture Coaching, Internship and Partnership programs, Career Fairs)
- Produced an average of 20+ monthly high-quality digital marketing materials that reach 60K+ subscribers
- Offered IT problem-solving and troubleshooting in a network of 10+ computers, software and hardware setup or update, server maintenance and backup, network, and firewall (*ps. I'm a natural computer nerd!*).
- Between 2009 and 2016, I also worked for a sister company, ConstructionConnection.com, an online Ruby on Rails skill-job match-making application, currently down due to partnership issues. I was responsible for maintaining the WordPress Blog section, HTML/CSS email promotions, and monthly newsletters to 60k+ subscribers.
- Produced, designed, and edited instructional videos and motion graphics explainer videos.

EDUCATION

General Assembly | Software Engineering Immersive | Remote | 2021-2022

School of Motion | Animation & Design for Motion Principals / After Effects | Remote | 2020-2021