DANCIN FELDMAN
ASPIRING DEVELOPER AND DESIGNER

HOW TO REACH ME

- 607-793-1007
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WHAT I'M GOOD AT

- JAVASCRIPT AND PHP
- HTML/CSS
- C#
- ADOBE CREATIVE SUITE
- MICROSOFT OFFICE
- ABLETON LIVE
- UNREAL AND UNITY

WHERE I'VE BEEN

Rochester Institute of Technology
2018-2021
B.S. New Media Interactive Development

Tompkins Cortland Community College
2016-2018
A.S. New Media

WHO AM I?

My name is Dancin, and I make things. I'm based in Ithaca, New York, and I want to work for you! Due to the current pandemic I would like to be able to work remotely, but should the circumstances change, I would be willing to relocate.

As shown on the left side of this resume, I've got a fairly well-rounded toolkit of skills and an excellent education, and if you look below you can find a taste of the things I've made. You can find more such things in my portfolio; the link is on the left.

WHAT I'VE DONE

Rosie's Recipes
Since 2020

Rosie's Recipes is a website that I've been building to catalogue my great grandmother's cooking repertoire. The site is built in HTML, PHP and JavaScript, and I am currently in the process of working on the CSS. The site can be found at rosiesrecipes.net. There is also a link to it on the code tab of my portfolio.

Daraz's Guide to the World
Since 2018

Daraz's Guide to the World is a sourcebook for the 5th edition of Dungeons and Dragons. The document itself is written using a tool called The Homebrewery, which utilizes Markdown to imitate the appearance of official Dungeons and Dragons content. The most recent version of Daraz's Guide can be found in the writing tab of my portfolio.

Dancin Bear
Since 2013

I've been writing and recording music for a good chunk of my life, and Dancin Bear is the name that I put it out into the world under. I utilize Ableton Live to produce and mix, and then design my album art in Photoshop and Illustrator. All of my released music can be found on Spotify, and there is a link to my Spotify page on the music tab of my portfolio.

Facet
Completed 2018

Facet is an interactive experience about how people's attitudes affect each other. I sculpted the assets for it in Blender, and built the experience in Unreal Engine 4. There's a fairly in-depth video about it on the code tab of my portfolio.