

Daniel James

Writer & Front-End Developer

Education

Master of Digital Media | JUN 2019

Centre for Digital Media — UBC, SFU, ECUAD, BCIT

BA, Digital Media Development | JUN 2017

Lassonde School of Engineering — York University

Work Experience

Concept Researcher & Prototyper

Microsoft | OCT 2019 — PRESENT

- Working for Chief Product Officer of Industry Solutions
- **Defining structure of concept whitepapers**
- **Writing whitepapers** for Microsoft leadership team

Front-End Web Developer

IBM | AUG 2019 — PRESENT

- Defining a **UX copy guide** for IBM.org
- **Writing copy and content** for notable IBM.org microsite
- Working on front-end development of IBM.org

Product Manager

Covalent | SEP 2018 — DEC 2018

- Deeply researched blockchains' impact on many sectors
- **Edited, wrote, and led production of industry reports**

Content Strategist & Researcher

BiblioCommons | MAY 2017 — AUG 2017

- Helped **write** company vision and mission statements
- Conducted **deep research for various writing projects**
- Created a digital handbook to welcome new employees

Digital Advertising Specialist

Move Your Metal | MAY 2015 – SEP 2016

- Managed hundreds of campaigns for dozens of clients
- **Wrote ad copy** and email campaigns

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Skills

Writing & Editing (UX, copy, content) | 4 years

- **Content strategy**
- **Writing, editing**
- **Research**

Front-End Web & App Development | 4 years

- HTML/CSS/JavaScript
- React, React Native

Project Experience

Product Manager & Founder

givebat.com | JAN 2019 — PRESENT

- Developed site and **wrote and curated all content**

Editor in Chief

Forward Tick | MAR 2019 — PRESENT

- **Running Medium publication** about the future

Freelance Writer

How Google Collapsed | MAY 2017

- **Wrote one of the all-time top 50 Medium articles**

Front-End Developer

Abacus (cryptocurrency web app) | MAY — AUG 2018

- Developed front-end of web app with React
- Led product strategy, defined features

Hardware Engineer & Game Design Lead

LUXX (wearable technology game) | JAN — MAR 2016

- Developed game logic & wireless networking protocol, front-end control interface, and hardware functionality (WiFi, RFID, power)