

DANNY WOODFORD

CONTACT



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Manhattan, NY

MY WEBSITE

dannywoodforddev.web.app

EDUCATION

May 2015

Mechanical Engineering

Rowan University, Glassboro, NJ

December 2019

Full-Stack Software Engineering

Flatiron School, New York, NY

SKILLS

- JavaScript / Typescript
- React
- Three.js / React-Three-Fiber
- WebGL / WebGPU
- Babylon.js
- GLSL
- Redux / Zustand
- Unreal Engine
- Blender
- GLTF Optimization
- Stable Diffusion
- FFmpeg
- CSS / SASS
- HTML / Twig
- Sketch / Photoshop / Figma

EXPERIENCE

August 2024 - August 2025

Tech Lead, 3D Web

Subvrsive, (In-Person) New York, NY

Memory Maker - Coca-Cola

- Led development and global release of video template platform (similar to CapCut) enabling user-submitted media to produce unique generative outputs.
- Rendered Three.js, Theatre.js, and Stable Diffusion effects on usersubmitted media via GPU-accelerated headless Chrome using Puppeteer, compiled with FFmpeg, and returned output to the user.
- Managed PRs, coordinated QA, reviewed Figma designs, and collaborated with producers/clients on feasibility, estimates, and deadlines.

SOLO - Coca-Cola x Star Wars

- Implemented interactive features for a WebAR experience where fans could create Star Wars-style holograms. Built using 8th Wall, Three.js, and React.

Loreal Bubbles

- WebAR experience built with 8th Wall and Babylon.js.

Knauf Academy Virtual Training Center

- Desktop VR experience built with 8th Wall and Babylon.js.

October 2023 - August 2024

Senior Front End Developer

Quest AI, (Remote) West Palm Beach, FL

- Built a photorealistic, in-browser 3D furniture visualization tool for CITY Furniture using React-Three-Fiber, TypeScript, and Rapier.
- Developed custom camera animation and object placement controls; integrated LiDAR scanning for AI-generated room replicas.

February 2023 - January 2024

3D Application Developer

Atlas Reality, (Remote) Cedar Park, TX

- Led development of Atlas Studio, a VR-enabled web editor built with React-Three-Fiber for creating and exporting 3D structures.
- Integrated with Atlas Earth, a location-based game featuring player-owned land and 3D landmarks.

March 2022 - February 2023

3D Developer / 3D Artist

Rocket Communications, (Remote) San Francisco, CA

- Sole 3D developer on a satellite training tool for the U.S. Space Force, built with React-Three-Fiber and used Redux for state management.
- Implemented real-time sun tracking and orbital interpolation using Three.js and custom GLSL shaders.

June 2020 - March 2022

3D Javascript Developer

Brandgage, (In-Person) Pittsburgh, PA

- Built Three.js/WebGL virtual booths for web and VR/AR platforms used in pharmaceutical trade shows.
- Collaborated across teams to deliver multiple interactive projects on tight deadlines.