DANNY WOODFORD

EXPERIENCE

3D JAVASCRIPT DEVELOPER
Brandgage, Pittsburgh, PA / Jun 2020 - Present

- Created, updated, and maintained threejs experiences for top pharmaceutical companies. The nature of such projects varied heavily from creating interactive 'virtual booths' as well as games for the web or VR/AR experiences for in-person trade shows.
- Modeled three.js experiences off of designer storyboards for VR, 'real-3D' and 'perceived-3D'. Trusted with designing and implementing animations for such experiences.
- Fixed or re-created client blender models to optimize and ensure gltf compatible texturing, UV mapping, etc. I also used Blender for animations and the like too complex to manage in threejs alone.
- Collaborated with 4-5 developers and design team to meet client needs with strict deadlines. Managing up to 3 or 4 different projects at any given time.

SUB-CONTRACTOR/CARPENTER
NJRAS Group, Freehold, NJ / May 2018 - Aug 2019

- Renovated houses from demolition to a final product managing timely execution of project plan while collaborating with 4-5 other workers.

CARPENTER'S ASSISTANT
Ariante Custom Builders inc, Brielle, NJ / Mar 2018 - May 2018

- Apprenticed for an experienced craftsman who mentored detailed, highly skilled finishes

REFERENCES

Dana Sevcik, Software Engineer, Torch Technology
(516) 640-2770 - danarsevcik@gmail.com - Instructor At Flatiron School

MY WEBSITE:

dannywoodforddev.web.app

✉ daniel.woodford.g@gmail.com

📞 (908) 907-8680

📍 Pittsburgh, PA

EDUCATION

FLATIRON SCHOOL
New York, NY
Full-Stack Software Engineering (Dec 2019)
Relevant Coursework

- 2019-2020 #1 Bootcamp by Course Report

Awards & Honors

- Created first cross-discipline collaboration event between DevOps, data science, and UX/UI

ROWAN UNIVERSITY
Glassboro, NJ
Completed coursework towards Bachelor Mechanical Engineering (May 2015)

ADDITIONAL SKILLS

JavaScript

React

Three.js/React-Three-Fiber

HTML/Twig

CSS/SASS

Blender/GLTF Optimization

Ruby/Ruby on Rails

Sketch

Affinity/Photoshop