




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
- Unreal Engine
- VR / AR
- Blender
- GLTF Optimization
- GLSL
- CSS / SASS
- HTML / Twig
- Sketch / Photoshop
- Postman
- Cypress

EXPERIENCE

October 2023 - Present

Senior Front End Developer

Quest AI, (Remote) West Palm Beach, FL

- Contracted to PeakActivity to develop an in-browser, photorealistic 3D furniture visualization tool for CITY Furniture, aimed at elevating the shopping experience. This tool allows customers to seamlessly place furniture in customizable room templates or utilize AI-generated 3D replicas of their actual rooms by scanning their surroundings using the LiDAR sensors in their smartphone's camera.
- Utilized React-Three-Fiber and Typescript, along with Rapier physics engine for collision detection. Additionally, engineered a custom camera animation system for movement controls and implemented custom object controls for furniture placement.

February 2023 - January 2024

3D Application Developer

Atlas Reality, Inc., (Remote) Cedar Park, TX

- Atlas Earth is their main product, a location-based mobile game where players can own parcels of land in their neighborhoods, as well as 3D-modeled landmarks.
- I led the Atlas Studio project, an in-browser VR-enabled editor using react-three-fiber for building and exporting 3D structures to place on your own land or trade on the marketplace.

March 2022 - February 2023

3D Developer / 3D Artist

Rocket Communications, Inc., (Remote) San Francisco, CA

- Centered efforts during tenure on the Space ACME project featuring a 3D visualization tool built for the Space Force; strived to help train Satellite Operators as a part of this endeavor.
- Tasked as the singular 3D Developer within the project. First re-building the rough three.js prototype they had with react-three-fiber to allow for scalability and increased componentization for code dependability.
- Then built out project deliverables such as real-time sun position, accurate state vector plotting/interpolation for positioning satellites, and other elements featured in the "Projects" section of my personal website.

June 2020 - March 2022

3D Javascript Developer

Brandgage, (In-Person) Pittsburgh, PA

- Developed interactive three.js/WebGL "virtual booths" for the web and VR/AR platforms, enhancing engagement at virtual and in-person trade shows for leading pharmaceutical.
- Partnered with a small team of Developers and a Design Team to ensure adherence to client needs and deadlines, often working concurrently on multiple projects at a time.