CV

About Me

As a both a Researcher and Tech Lead for the past years, I have helped teams of developers from many places and cultures around the world in creating immersive and engaging web and mobile applications using WebXR, React, AR, and VR technologies, in addition to integrating an R&D sector supporting the proposal and development of POCs and new digital products. I have over two years of experience in this role, and I am passionate about exploring the possibilities and challenges of 3D rendering and augmented reality in different domains and contexts - such as gaming or other forms of media. I also have experience as a freelance developer, where I worked on various web development projects.

I enjoy learning new skills and technologies, and I am always looking for opportunities to innovate and collaborate with other researchers and enthusiasts.

Education

Federal University of Ceará
01/2010 - 07/2017

Bachelor's Degree, Digital Systems and Media
With focus on web and mobile design and development

- Member of the first class of the course
- Founding member of the Academic Center
- Scholarship holder in several extension projects

Art & Cia
01/2011 - 12/2013

Professional Degree, 3D Art
Complete 3D creation process, including modeling, texture, rigging and animation

- Member of first class of the course

Unichristus
01/2018 - 12/2019

Post Graduate Diploma, Information Security
In-depth and integrated vision of the Information Security field

Experience

Tech Lead at Tonic3
09/2021 - 09/2023

Web platform development; API Integration; IoT; Augmented Reality; WebXR; A-Frame; ThreeJS; ReactJS; React Native; Reusable Components; Technical Documentation; GLTF Web Parser; Animation Extractor; In Browser Asset Normalization; R & D; POC Development;

React Native Developer at Tonic3
06/2021 - 08/2023

Mobile App development; React Native; Reusable Components; Video Capture; Video Processing; Audio/Video Sync; API Integration; UI/UX Implementation;

Freelance Developer
10/2020 - 05/2021

Web development; Mobile App development; ReactJS; React Native; Reusable Components; Ionic Framework; AngularJS; API Integration; UI/UX Implementation;

Video Editor at Siara News
01/2020 - 09/2020

Content Editing; Video Editing; Branding; Motion Design; Adobe; Blender;

Freelance Designer and Developer
02/2016 - 12/2019

Web/Mobile App development; React Native; Reusable Components; Ionic Framework; AngularJS; API Integration; UI/UX Design / Implementation; Adobe Suite; Blender; Branding; Motion Design;

[Intern] UX Designer and Developer at Laboratório de Mídias Eletrônicas
06/2012 - 10/2015

UX Design; Android Design; iOS Design; UI Documentation; UI Implementation; Android Development;

[Intern] Game Developer at Instituto Universidade Virtual
03/2010 - 03/2013

Adobe Flash Development; ActionScript 3.0; Object Orientation; Basic Physics; Animation Chains; Input Handling;

Daniel Rodrigues

ReactJS Developer

Languages

- Portuguese
- English
- Spanish

Skills
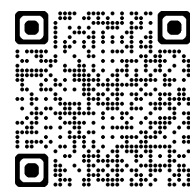
- ReactJS
- React Native
- AngularJS
- WebXR | ARkit
- ThreeJS
- Git

Javascript **Typescript** **HTML** **CSS** **HTML5** **JQuery** Python Noje.JS REST Webpack **WordPress** Craft CMS **Responsiveness** 3D Physics 3D Math **Blender** Blender Scripts **Augmented Reality** R & D **POC** Debugging Problem Solving

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Checkout my
WebXR Portfolio
https://danonimob.com.br