

DANIELLA BEN-BASSAT

SKILLS

Git/GitHub
Javascript
jQuery
CSS
Bootstrap
HTML5
Ruby / Rails
Node.js
Express
SQL
MongoDB
Bootstrap
Handlebars
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
ProTools
Logic Pro
Final Cut Pro

EDUCATION

Rhode Island School of Design
Bachelor of Fine Arts, Painting
Providence, RI | 2007

CONTACT

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EXPERIENCE

General Assembly | Providence, RI

Web Development Fellow

Trained 50+ hours a week in a 13 week Web Development Immersive. Education in modern programming languages and technologies to develop, create, and deploy full-stack web applications.

Capstone Project - Mood Ring

Created a full-stack website for users to create groups of people, or "mood-rings", and calculate a numerical average of the group's mood. Created custom API using Ruby on Rails, and used JavaScript and jQuery for event handling.

Team Project - Inventory Management System

Custom MongoDB/Express API and JavaScript client that allows users to create and track inventories.

Featured Project - DP Schemes

Intended to function both as a to-do list and an archive for my art-collective, DP Schemes is meant to capture and archive the ideas generated over the years. Full stack web application with CRUD functionality.

Ground Flora | Providence, RI

Head Gardener - 2015-2018

Upkeep and design of 25 perennial gardens in the Providence area. Trained new gardeners in plant maintenance and installation in the aesthetic style of the company. Manage a rotating monthly schedule of garden care based on the client's budgets and personal needs.

Mass MoCA | North Adams, MA

Art Handler - 2016

Part of crew responsible for the installation of Nick Cave's "Until". Installed electrical wiring, fabricated and installed hanging and motor based kinetic sculptures.

Bunny Harvey Studio | Providence, RI

Studio Assistant - 2015 - 2017

Website maintenance and design, image editing, art-handling, and general correspondence with dealers and galleries.

Guggenheim Museum | New York, NY

Media Arts Preparator - 2008 - 2010

Part of small team involved with set-up, maintenance, and de-installation of A/V pieces for museum exhibitions. Wiring, soldering, and basic carpentry. Selected exhibitions include "Contemplating the Void: Interventions in the Guggenheim Museum", "Frank Lloyd Wright: From Within Outward", "The Third Mind: American Artists Contemplate Asia 1860-1989", and "Jenny Holzer: For the Guggenheim".

ART RESIDENCIES

Kesey Farm | Pleasant Hill, OR

Outdoor sound performance and sculptures using sun / light sensitive optical tremolos.

StudioXX | Montreal, QC

Fabricated automated sound sculptures using Arduino

AS220 | Providence, RI

Worked on motorized sculptures to perform with using analog oscillator circuitry