

Daniel Bonates, designer & developer

About me

Technology should only exist to make human life and experience better, not replace them in anyway. So, this is my work is all about. I look for inspiration on data that can be simplified, with subtle but great animations and interactions. On my work I try to keep this sentence on the top, as a reference guide: 'Simple is the complex solved'. And I do my best to do it in a beautiful way!

My skills

Developer:





Mobile Applications, iOS (Objective-C and Swift), Ruby on Rails, Frontend, Backend, REST APIs, jQuery, Angular, HTML5+CSS3 and Web Applications.

Designer:

UI/UX Designer, HTML5/CSS3, Photoshop, SketchApp, Prototyping with FramerJS, Flinto and HTML for web presentations.

My links

A lot of extra information on me and my work can be found on these links:

	http://bonates.com (portfolio website)		https://br.linkedin.com/in/danielbonates
	https://dribbble.com/dbonates		https://twitter.com/danielBonates
	https://github.com/dbonates		https://www.facebook.com/dbonates

Experience

Enjoei.com, iOS Developer/Team leader, 2015 until now

Taking care of Enjoei app which is a robust app with a lot of tecnology on it, built with brand new Swift 2 language. And it's beautiful, check it out: <https://itunes.apple.com/br/app/enjoei-p/id783409492?mt=8>

Indie Developer, early 2015

Diving on the world of indie developer, focus on my bests skills, including iOS Development, Ruby on Rails and UI / UX Design. Check my last projects on Dribbble and Github links. Also some references on my web site bonates.com and on last section of this resume

ID Projetos, 2013-2014

A 'one year job' to help the company on development of online courses and applications for the Corporate Training Market. Did my job as consultant, developer and DevOps. Built many Rails apps and managed the backend using Amazon Web services as server Infrastructure

Eduweb/Affero, 2005-2013

Developer Manager. Inside the biggest eLearning company of America Latina, I did my job doing web development using a lot of skills to accomplish our clients needs. This include building tools and products using mainly web tools and languages. Also did some work on desktop apps. On 2010 I started to develop for mobile using Apple platform and for web using Ruby on Rails, integrating web and mobile. Again, I decided to move on as I could'n be locked on doing eLearning content only, and wanted to go further with all new technologies for web and mobile

CPAD, 1998-2004

Graphic Designer. My first formal job and start of my career. There I learned fundamental skills on design, including photography and video productions. Became an photoshop expert. Later started with interactions and programming using Icon Author, Director and Flash Actionscript. As I became more advanced on these skills, I found my self looking for bigger jobs about them. So I decide to move on to grow up on these areas too

Some work samples and references

Easy Balance, free app on the App Store:

<https://dribbble.com/shots/2209588-Easy-Balance-App/attachments/410148>
<https://itunes.apple.com/br/app/saldo-facil/id393762832?mt=8>
I did: full design and development

iPad interactive book, client project. Also, this was one of the first ones ever produced:

<https://itunes.apple.com/br/app/meus-dois-pais./id409401489?mt=8>
I did: development using Objective-C

Cities for iPad

<https://dribbble.com/shots/2193391-Cities-enter-screen>
<https://dribbble.com/dbonates/projects/304187-Brazil-Cities>
I did: UI/UX Design and Development

Fitnesstrainer.com

<https://dribbble.com/shots/2200444-Fitness-Tableview>
<https://dribbble.com/dbonates/projects/305231-Fitness-App>
I did: UI/UX Design and early Development, seen on links above

House Hunt:

<https://dribbble.com/shots/2201062-Back-in-time-Skeuomorphism>
I did: UI/UX Design

Open source code on Github.com

Fitness App - iOS/Swift
<https://github.com/dbonates/Fitness-TableView>

Cities for iPad - iOS/Swift
<https://github.com/dbonates/Cities-for-iPad>

Cheesscake Labs Challenge - iOS/Swift
https://github.com/dbonates/CheesecakeLabs_iOS_Challenge

12 solved algorithms resolved for Total and Codility - Objective-C
<https://github.com/dbonates/Codility-Puzzles/tree/master/Codillity>

Authentication / REST API - iOS & Ruby on Rais
iOS app - iOS/Objective-C:
https://github.com/dbonates/atoken_app
Rails backend:
<https://github.com/dbonates/AToken>

iPad Newsstand App, backend and CMS - UI/UX Design and Development
Rails backend and CMS
<https://github.com/dbonates/ipadreaderserver>

iOS app - iOS/Objective-C
<https://github.com/dbonates/newsstandreader>

Source Code for Easy Balance (on App Store) - iOS/Objective-C (this app is being ported to Swift)
<https://github.com/dbonates/EasyBalance-App>

Others:
<https://github.com/dbonates?tab=repositories>

Thanks for wondering about me ;-)



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