Deborah Daniels

WEB DEVELOPER | Remote Worker

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SUMMARY:

I'm a web & software developer with a passion for making things work. With years of experience in animation, I've translated my design and technical scripting skills to web development. Now, I create robust & dynamic frontends using Figma, React and other web technologies. I'm passionate about delivering a business or customers vision, and developing my knowledge by applying and growing what I know to produce results. I'm a quiet but welcoming team-player who loves to learn & share my knowledge.

TECHNICAL SKILLS:

HTML5 • CSS3 • JS (Javascript) • React • Figma • Blender • Python • NextJS • UI/UX Design • Front-end development • Git • GitHub • Web Development • Animation • Axios • APIs • JSON • Slack • Technical Writing • Framer Motion • Debugging • Webpack • React Hooks • Video Production & Editing • Scripting • Software Process Automation • Version Control • CMS Tools • Team Collaboration • Visual Studio Code • Microsoft Windows • Jest • Asana • Trello • UI/UX Engineering

EXPERIENCE:

Frontend Engineer | *Present* **| Companies:** 1-decision, Others
- Create detailed website designs using component-based design principles. Create various web component designs in Figma according to client/business specifications.
- Translate FIgma designs into functional and interactive frontends using React/Next JS and CSS.
- Collaborate with the CEO, Head of Artificial intelligence and frontend teams to analyze, implement and determine potential features.
- Use fundamental React Principles to manage state of components and implement specified & required functionalities.
- Implemented functionality in websites by implementing third-party API's and Libraries such as Framer Motion, VIdeoJS, Sanity & other technologies.
- Created web application frontends using React, integrating Facebook's best practices for interface design.

Animator | *Since 2013* **| Companies:** FloorPlanOnline (2018), Viddyoze (2017), Others
- Develop graphics and layouts for product illustrations, company logos, and Web sites.
- Collaborate with various animators to evaluate project requirements and meet deadlines.
- Develop graphics and layouts for product illustrations, company logos, and Web sites.
- Create designs, concepts, and sample layouts, based on knowledge of layout principles and aesthetic design concepts
- Research new software or design concepts.
- Confer with clients to discuss and determine layout design.
- Use Blender and enhance its capabilities through scripting to develop advanced animations.
- Create educational videos to share animation knowledge with content team and audiences

Python Developer | *Since 2013* **| Companies:** FloorPlanOnline (2018), Viddyoze (2017), Others
- Developed an ecosystem of python scripts to produce videos and streamline workflows for the Blender 3D creation suite.
- Created and developed Python scripts that increased productivity by 80% by streamlining workflows for creating animations.
- Develop Python scripts to improve workflows for animators

- Designed and implemented animations in Blender to decrease resource consumption, increasing efficiency and producing animations up to 70% faster.

WORK SAMPLES:

Showman Video | Frontend design & Development | React, FIgma
Site: https://showman-video-frontend-figma.netlify.app/
GitHub: https://github.com/debdevs/showman-video-frontend/tree/figma-revision-test
Demo Video: https://drive.google.com/file/d/1TkEzc1rf9zWQ9pQ-nuc9SKdHOO4kb1Y1/view?usp=sharing
Frontend for a full-stack web application that delivers customized videos to users.
- Developed interactive UI/ Web Frontend for a fullstack web application
- Used React to create components to amalgamate into full-featured and dynamic frontends for websites
- Used Framer Motion to implement web animations for site transitions and various components
- Used React Hooks to manage state and influence animations.
- Created Python scripts to generate content to be distributed through API's

MontageX | Conceptualization & development | Python, Blender
Demo Video: https://drive.google.com/file/d/1Lxq8gRklivupCLdSM8SONhsXw8udo6Eg/view?usp=share_link
Blender addon for Python script and video generation
- Developed process automation tool for precise image manipulation and animation
- Used Blender's internal Python system to test & Deploy independent functions
- Created various functions that receive user inputs and apply them as parameters to execute precise operations.
- Updated and applied new functions as specified.
- Test edge cases for functions and develop & implement solutions to remedy edge-cases.

Rocketeer | Conceptualization & development | Python, Blender
Demo Video: https://drive.google.com/file/d/1TcDMF7R7wgTATj5dJPDFf0d_n-cfwEY2/view?usp=share_link
Demo Video (Detailed): https://drive.google.com/file/d/1VVj4GM5PDLTacC_6D6R9VlEOnNckmc3Q/view?usp=sharing
Python script/addon for streamlining workflows for Blender3D
- Developed process automation tool for reducing the necessity of common and repetitive animation tasks
- Created content library system with advanced internal custom parameters for generation and randomization of animation assets
- Created various functions that receive user input values, and apply them as parameters to execute precise operations.
- Tested various workflows and automated relevant techniques by creating precise and robust Python functions.

Exto | Conceptualization & development | Python, Blender
Demo Video: https://drive.google.com/file/d/143Mc0Dw38vpoMiI7YBJBfdYyJnkKPYOf/view?usp=sharing
Blender addon for Video Editing and Export
- Developed process automation tool for exporting video data for Blender projects to proper web formats (CSV, JSON)
- Developed various functions for eliminating the need for manual user intervention for various parameters
- Created function for detection and export of user data based on a custom tagging system
- Conceptualized various functions and their potential use-cases for user workflows

Languages:

English (Native), Spanish (Intermediate)

Education:

ABTECH, NC

Computer Science, 2022-present