

# Donovan Yohan

Full-stack developer & UI/UX designer

[donovanyohan.com](https://donovanyohan.com) for portfolio & process

[github.com/donovan-yohan](https://github.com/donovan-yohan)

[donovanyohan@gmail.com](mailto:donovanyohan@gmail.com)

647 688 2123

## EDUCATION

Wilfrid Laurier University

2016 - 2021

Bachelor of Science - Computer Science

Wilfrid Laurier University

2016 - 2021

Bachelor of Business Administration

## DESIGN KIT

Figma

After Effects

Illustrator

Photoshop

Premiere

InVision

Sketch

Zeplin

## CODING

React

GraphQL

Next.js

Three.js

Lottie

Vue

Angular

Node

HTML CSS JS

Kotlin

Swift

Java

## EXPERIENCE

### Q4 Inc.

Full Stack Developer, December 2021 - August 2022

Helped establish software patterns and foundations for new product.

Facilitated collaboration between developers, design, and business specialists.

Contributed to proprietary component library and building new design system.

### Snakebyte Studios

Front End Developer, Fall 2020 - Fall 2021

Designed and developed fully custom client-facing website, with a focus on performant but stunning visuals. Used GLSL and Three.js to develop custom liquid gradient component. Available to view at <https://callcentreguys.com/>.

### Manulife

Android Developer, Fall 2020

Developed quality of life improvements for Manulife Bank and saw app store rating rise from 2.7 to 4.6 stars. Updated legacy Java components to modern Kotlin, contributing to codebase health.

User Experience Designer, Fall 2019

Shaped the Manulife Retirement mobile app customer experience through user research and data-driven visual and architectural solutions, impacting the product's priorities and direction.

### Freelance

Graphic & Motion Graphic Design, 2016 to Present

Created client-driven products in various mediums including: music videos, motion graphic animations, posters, logos, and social media ads.

## PROJECTS

### typeline Typing Test

Desktop Web App, React, Fall 2022 - <https://typeline.app>

A typing test designed to encourage and incentivize consistency and flow with a heavy focus on motion and interaction design. Borrows ideas from arcade games to positively reinforce good typing technique and make practicing fun.