Daniel Pagharion

Front End Web Developer

danielpagharion.com

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About

Daniel's work ethic can be best summarized in two words: persistent improvement. This involves keeping up with the most recent trends to deliver cutting edge web design and finding smarter development tools and practices. He's also a big fan of rock climbing, enjoys live music and sports (Go Warriors!), singing and dancing, and the occasional late night donut.

Professional Experience

Tightrope Interactive Inc. (San Francisco, CA)|Front End Web Developer
May 2015-Present
-Maintained a wordpress plugin for eCommerce site
-Created partner and internal branded browser extensions(Chrome and Firefox)
-Designed and implemented landing pages to improve client campaigns
-Collaborated with designers on design challenges
-Designed and tested user experience through simulating user flows and prototyping
-Underwent code reviews and worked with designers and QA

Education

University of California Santa Cruz(2015)
Computer Science: Computer Game Design B.S
-Learned fundamentals of writing code and best practices.
-Worked on several projects in a team setting including a Project Lead role for senior exit project.
-Worked as a grader and tutor for a computer game design course
-Senior Project was awarded Design Innovation and Audio prize among peers

Technical Skillset

Languages: Javascript, PHP, HTML, CSS, C#, C++/C, Java, SQL
Web Dev: ES6, ReactJS, AngularJS, NodeJS, Google APIs, Gulp/Grunt, Webpack, Browserify, NPM, Sass/Less, WAMP, Git, Svn
Tools: Atom, Adobe Creative Suite, VMWare, Fiddler, Trello, Slack, Windows, Ubuntu
Misc: SEO practices, Object Oriented Programming, User Experience, Collaboration, A/B Testing, Agile/SCRUM Methodologies

Technical Experience

danielpagharion.com
Portfolio website implemented and designed using ReactJS and Sass. Managed using npm and git.
Newtab Nuevo
Opinionated New Tab Chrome Extension to afford users extra functionality when they open a new tab on the Chrome Web Browser.
Wikideals.com
Consumer Goods website that aggregates price listings from merchants and manufacturers and acts as an effective price comparison tool. Displayed product information on a page in an elegant yet familiar way.
Smashlounge.com
Aggregates frame data for the various characters and presents it in an intuitive way. Helped with Front End Design and Development as well as test new features.
Nocturnum
Senior exit game project, created using Unity3D over a span of 6 months. Acted as project lead and worked on gameplay programming, game design, project management and recruiting artists. Awarded with Design Innovation and Audio Award at Annual Game Design Senior Exit Project Showcase.