

Daniel Cohen

Web Developer

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Summary

American front-end engineer with MV* experience & solid CSS. Hardworking and personable.

Experience

Development Team Lead at Funler

November 2014 - Present

Understanding and contributing to technical solutions from UX concerns through to code (front-end and back-end). Sprint planning, task assignment, and assessment of deliverables for timely releases. Programmer management including one-on-ones and code reviews. QA test planning and other office duties.

HTML5 Developer at Odobo

October 2013 - October 2014 (1 year 1 month)

Focused on games and tools for designers, developers, and other production concerns such as localization. Used Angular to help standardize the company's front-end presence, as well as canvas skills to produce game titles.

HTML5 Game Developer at 50 Cubes

April 2011 - October 2013 (2 years 7 months)

Programmer of Fashion Tale, an iPad game with a fully HTML5 front-end. Adventure Slots, an HTML5 game released on Android using PhoneGap.

Technical Evangelist at Caspio, Inc.

December 2009 - April 2011 (1 year 5 months)

To help early adopters of this online database platform I created great training documentation and tools including articles, videos and interactive wizards. Provided technical service and production solutions to clients. Also created popular step-by-step "Tech Tips" to encourage customer engagement and evangelism.

Language and Service Training Specialist at Microsoft

June 2005 - July 2006 (1 year 2 months)

The position was at the Global Support Center in Shanghai, China. I designed and implemented a training database to monitor the progress of the engineers in their English and customer service levels. I also administered training, entrance interviews, and testing.

Teacher / Content Producer at English Town

July 2003 - December 2003 (6 months)

Online ESL site
taught online classes and personal lessons
prepared lesson plans that would be used by all teachers
created and recorded dialog
provided some art work

Call Center Supervisor at GTECH

December 2000 - November 2001 (1 year)

Worked as night shift supervisor of a team of 6
Reviewed calls for quality assurance
logged call answer rates and prepared reports
Organized break and meal schedules

Education

Full Sail University

BS, Video Game Development, 2007 - 2009

Université Paris Descartes

L1, Psychology, 2006 - 2007

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[Contact Daniel on LinkedIn](#)