







# ELLI RAYNAI

## FULLSTACK / JAVASCRIPT DEVELOPER

### CONTACT

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### PROFILE

I am a full stack developer with advertising agency experience. My coding journey began with building interactive and engaging experiences in VR/AR. From there I began experimenting with the web, and fell in love with development. I have a passion for building applications, user interfaces, and working collaboratively in a team to make the best possible product.

### SKILLS

#### TECHNICAL

JavaScript  
HTML  
CSS  
React  
Express  
NodeJS  
MongoDB  
Vue  
Django  
PostgreSQL  
Python  
Docker

### EDUCATION

**Nucamp Bootcamp**  
**Backend, SQL, and DevOps with Python**  
March 2022 - July 2022

**Software Engineering Immersive**  
**General Assembly**  
May 2021 - August 2021

**Interaction Design and Development**  
**George Brown College**  
September 2018 - April 2021

### WORK EXPERIENCE

#### Front End Developer

Armstrong Partnership | November 2021 - Present

- As part of Armstrong Partnership's digital team, I collaborate with designers to turn their designs into interactive microsites utilizing vanilla JavaScript, HTML, and CSS. I am also responsible for building and updating pages in Adobe Experience Manager as well as building HTML emails under very tight timelines on a consistent basis. Of note, I was tasked to implement a solution to track html5 video metrics in google analytics.

#### Creative Technologist Intern

No Fixed Address | January 2021 - April 2021

- As part of the creative technologist team I was given the opportunity to build the front end of a microsite utilizing the Vue.js technology stack. I accessed both the YouTube API and Twitter API in order to customize the experience for the user. More specifically, I was able to control how video was displayed on the site as well as give the ability for the user to pre-populate a tweet directly from the page. The site was built and deployed in a very short amount of time and won many notable awards.

#### AR Designer

Snap | October 2020 - December 2020

- Participated in the Snap AR residency based on the my pitch for a machine learning experience called 'Nourish'
- Responsible for creative direction, user flows, concept designs, motion capture animation for 3D models, and programming interactions in JavaScript

#### Interaction Designer

Cream Productions | May 2020 - August 2020

- Designed and delivered a coherent vision for a casual VR game
- Conducted user interviews, competitive landscape analysis, and personas
- Built the game storyline, mechanics, and level design in collaboration with the development team