







ELLI RAYNAI

FRONT END DEVELOPER

CONTACT

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PROFILE

I am a front end 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