







# ELLI RAYNAI

## FULL STACK DEVELOPER

### CONTACT

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### PROFILE

I am a full stack developer with a background in user experience design. 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 and working collaboratively in a team to make the best possible product.

### SKILLS

#### TECHNICAL

React  
Express  
NodeJS  
MongoDB  
Vue  
Django  
PostgreSQL  
Python  
HTML  
CSS  
Git

### EDUCATION

#### Software Engineering Immersive General Assembly

May 2021 - August 2021

#### Interaction Design and Development George Brown College

September 2018 - April 2021

### WORK EXPERIENCE

#### Creative Technologist Intern

No Fixed Address | January 2021 - April 2021

- Sole frontend developer on a campaign for a client utilizing the Vue.js framework
- Consistently performed well under pressure amid tight time constraints and had to learn new development skills during the project
- Conducted market research on different types of technologies that could be utilized by clients

#### 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

#### Interaction Designer

CFC Media Lab | February 2018 - June 2019

- Co-wrote, co-produced, and co-directed mixed media VR documentary
- Managed team of developers and designers to deliver the artistic vision of the piece
- Designed interactions, spatial sound design, shot volumetric capture of subjects, and edited the video of the subjects