







# 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

Avoid using "I," "and," "the," and the use of any pronouns and prepositions.

Whenever possible, quantify your accomplishments and responsibilities. That is, use numbers, amounts, dollar values, and percentages.

- 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