

Daniel Brackenbury

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Portfolio: <https://helpvisa.github.io/portfolio-react/>

Github: <https://github.com/helpvisa>

Summary

Full Stack Web Developer with extensive knowledge of JavaScript and the modern HTML5 landscape. Proficient when working with both front-end and back-end technologies and frameworks. A detail-oriented team player with strong oral and written communication skills. Adaptable and flexible when working with new technologies.

Technical Skills

Languages: JavaScript, C#, Lua, Python

- Well-versed in JavaScript / React.js / Node.js on the frontend and backend respectively. Practical knowledge of and experience with the MERN stack (NoSQL and MySQL) and integration of JavaScript libraries and external APIs for use in a web environment.
- Extensive knowledge and usage of Git and GitHub, including managing repositories for a team, managing pull requests, and resolving merge conflicts across multiple branches.
- Deep knowledge of and experience with the Linux kernel and various Linux distributions (Fedora, Ubuntu, Amazon Linux, Debian, Gentoo).
- Practical experience with project file management, collaboration, and organization with an emphasis on deadlines and product delivery thanks to years of work in the film industry.

Projects

The Serf's Market

- A fictionalized recreation of a virtual stock market; buy and sell stocks to turn a profit.
- Responsible for backend database development and management, core game loop (automated update of market, events management, news ticker processing).

• *JavaScript / Node.js / Mongoose / NoSQL / React.js*

Deployed App (<https://serfs-market.herokuapp.com/>)

GitHub Repository (<https://github.com/ShawnMaz/serfs-market>)

Opinionated

- An online forum where users can post their contentious opinions, and vote on the opinions of others.
- Responsible for database development, backend logic, handlebars integration.
- *JavaScript / Node.js / MySQL / Sequelize / Handlebars.js / Chart.js*

GitHub Repository (<https://github.com/helpvisa/opinionated/>)

JS Tracer

- Browser-based single-threaded raytracing engine with advanced features such as physically-based rendering, refraction, texture mapping, and bounding volume hierarchies for large scenes.
- Built from scratch (and under active development) with pure JavaScript.
- *JavaScript / HTML5*

Deployed App (<https://helpvisa.github.io/js-tracer/>)

GitHub Repository (<https://github.com/helpvisa/js-tracer>)

Experience

Independent Web Developer / Programmer (Toronto, Ontario | 2021-Present)

- Developed projects that make use of the Discord API to create interactive server bots, created scripts and add-ons for the Godot and Unity engines that extended their rendering capabilities, worked with the GLSL shading language to create basic shaders.

Freelance Sound Recordist / Post-Production Designer (Toronto, Ontario | 2015-2022)

- Recorded and sourced materials for post-production and on-location shooting; assembled libraries of custom sounds in-studio to be used by internal teams of editors for design and layering.
- Created and mixed sound, dialogue, and music with a team of product developers on strict delivery schedules in a post-production editing environment.
- Extensive knowledge of digital audio workstations (ProTools, Reaper), audio plug-ins (in AAX, VST, and JS formats), and graphical suites (Blender, GIMP, Photoshop).

Education

University of Toronto SCS Coding Certificate Program (June-December 2022)

- 24-week intensive program with a focus on HTML5, CSS3, JavaScript, and the full MERN stack, as well as external libraries such as JQuery and Bootstrap.
- Worked on full-stack applications, both solo and as a member of a team, to create functional web applications featuring database integration, user authentication, development of and integration with RESTful APIs, Webpack configuration (for progressive web applications), and Node.js + NPM.
- Set up testing environments in Node with Jest.
- GitHub actions / Dockerfile builds for the deployment of web applications.
- Graduated with a 96% average.

Bachelor of Fine Arts, Ryerson University School of Image Arts (2015-2020)

- Pursued and excelled in a specialization for production sound and recording.
- Organized work across multiple thesis films as one of the few members of the program with a focus on audio; recording, editing, and delivering on edits during a hectic final push occurring at the height of the pandemic.