Daniel Brackenbury

Web Developer / Programmer

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Summary

Full Stack Web Developer with a long background in audio production and design. Passionate about coding, development, and creativity within technology; years of experience in the film industry have cultivated a detail-oriented approach to development and a hunger to keep learning.

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 the 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 and resolving merge conflicts across multiple branches.
- Extensive experience with using Linux on the cloud, on servers, and as a daily-driver.
- 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 | *[Deployed App](#)* | *[GitHub Repository](#)*

- 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*

Opinionated | *[GitHub Repository](#)*

- 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*

JS Tracer | *[Deployed App](#)* | *[GitHub Repository](#)*

- 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*

Experience
Freelance Web Developer / Programmer (2021-Present)
- Various personal projects including use of the Discord API to create interactive bots and C# frameworks in the development of offline applications, ranging from custom renderers to games created with the Godot and Unity engines.

Freelance Sound Recordist / Post-Production Designer (2015-2022)
- Recording and sourcing of materials for post-production and on-location shooting; assembled libraries of custom sounds in-studio to be used by internal teams of editors for sound design and layering.
- Post-production sound design; created and mixed sound, dialogue, and music with a team of product developers on strict delivery schedules.

Education
University of Toronto SCS Coding Bootcamp (June-December 2022)
- 24-week intensive program with a focus on gaining technical knowledge and skill with HTML5, CSS3, JavaScript, and the full MERN stack, as well as familiarity with 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 and user authentication.

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.