Daniel Brackenbury

Web Developer / Programmer
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Experience

Freelance Web Developer / Programmer (2021-Present)
- Recent graduate of the University of Toronto's School of Continuing Studies Coding Bootcamp.
- Work on full-stack applications, both solo and as a member of a team, to create a functional web page with database integration and authentication.
- 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.

Freelance Sound Recordist / Post-Production Designer (2015-2022)
- Recording and sourcing of materials for post-production, on-set shooting; assembled libraries of custom sounds in-studio to be used for sound design and layering.
- Post-production sound design; assembled, layered, and mixed sound, dialogue, and music with an organized team on strict delivery schedules.

Skills

- 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 integrating JavaScript libraries for use in a web environment.
- Extensive knowledge and usage of Git and GitHub, including managing repositories for a team and resolving merge conflicts.
- Practical experience with project file management, collaboration, organization, and delivery.
- Extensive experience with using Linux on both servers and as a daily-driver.
- Programming knowledge in other languages, primarily C#, Lua, and Python.
- Experience with large teams of creatives in the film industry; sound recording and design experience in a fast-paced environment with heavy emphasis on deadlines, organization, collaboration, and delivery.

Education

University of Toronto SCS Coding Bootcamp (June-December 2022)
- Graduated with a focus on web development and full-stack applications; knowledge of and experience with the MERN stack.

Bachelor of Fine Arts, Ryerson University School of Image Arts (2015-2020)
- Pursued and excelled in a specialization for production sound and recording.