**DANIEL BRACKENBURY**

**Full Stack Developer**

*Toronto, Ontario* **|**[*daniel.brackenbury@gmail.com*](mailto:daniel.brackenbury@gmail.com)**|** *416-723-7564*

Portfolio: [*https://helpvisa.github.io/portfolio-react/*](https://helpvisa.github.io/portfolio-react/) **|** Github:[*https://github.com/helpvisa*](https://github.com/helpvisa)

**SUMMARY**

Detail-oriented developer with strong knowledge of JavaScript and HTML5. Proficient in working with front-end and back-end technologies and frameworks. Collaborative team player seeking a new role where I can learn and grow with a dynamic team.

**TECHNICAL SKILLS**

Programming Languages: JavaScript / C# / Lua / Python

Web Development: React.js, HTML5, CSS, Node.js

Databases: NoSQL and MySQL

Version Control: Git / GitHub (repository management, pull and merge requests)

Operating Systems: Windows / MacOS / Linux (Fedora, Ubuntu, Amazon Linux, Debian, Gentoo)

Testing: Jest / Django unit tests

**PROJECTS**

***The Serf’s Market |*** [***GitHub Repository***](https://github.com/ShawnMaz/serfs-market)***|*** *https://github.com/ShawnMaz/serfs-market*

* Created a fictionalized virtual stock market with JavaScript / Node.js / Mongoose / NoSQL / React.js.
* Backend development / core game loop (market updates, events management, news ticker processing).

***Opinionated |*** [***GitHub Repository***](https://github.com/helpvisa/opinionated/) ***|*** *https://github.com/helpvisa/opinionated/*

* Developed an online forum where users can post their contentious opinions and vote on those of others with JavaScript / Node.js / Sequelize / Handlebars.js / Chart.js.
* Database development, backend logic, handlebars integration.

***JS Tracer |*** [***GitHub Repository***](https://github.com/helpvisa/js-tracer)***|*** *https://github.com/helpvisa/js-tracer*

* Created browser-based raytracing engine with JavaScript / HTML5.
* Supports physically-based rendering (PBR), texture mapping, and bounding volume hierarchies (BVH).

***Car Playground |*** [***GitHub Repository***](https://github.com/helpvisa/car-playground)***|***[*https://github.com/helpvisa/car-playground*](https://github.com/helpvisa/car-playground)

* Developed online vehicle simulation that models suspension, weight transfer, and engine torque / gearing with J*avaScript / HTML5 / Three.js / CANNON.js / WebPack.*

**EXPERIENCE**

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

* Created games for the 2019 and 2020 GMTK Game Jams using Unity, Godot, and Pico8 game engines; utilized AWS and Docker to host a custom-written Discord bot which played music in voice channels.
* Used THREE.js / CSS to create frontend applications, increasing user interactivity, and Mongoose / Sequelize for flexible backend databases.

***Sound Recordist / Post-Production Audio Designer (Toronto, Ontario | January 2015 - November 2022)***

* Worked with Chris Hadfield for Creative Destruction Labs (CDL) and La Mar Taylor for HXOUSE.
* Used ProTools, Reaper, and VST / AAX plugin suites to produce, mix, master and design audio and music for over 20 online advertisements and 4 Ontario-based musicians.

**EDUCATION**

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

* Created web applications with user authentication, created and integrated RESTful APIs, configured progressive web applications, setup Node.js testing environments with Jest.
* GitHub actions / Dockerfile builds for the deployment of web applications.

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