



# SJ Triffon

## Full-stack JavaScript Developer

Professional Software Engineer with 5+ years of experience developing mobile apps, SPA's, websites, and eCommerce platforms.



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## WORK EXPERIENCE

### Senior Full-stack Typescript Engineer || React (Next.js) R/GA

03/2023 - Present

Melbourne, VIC, Australia

Digital Creative Agency working with: Toyota, Nike, Google and more

#### Achievements/Tasks

- Specialised in integrating immersive experiences using Three.js and WebGL into greenfield projects, increasing user engagement as these were the key hero moments.
- Collaborated with designers to revamp the design system, creating and documenting each component within Storybook for enhanced accessibility and streamlined development processes.
- Successfully integrated GraphQL APIs into the project, streamlining frontend-backend communication. Implemented efficient query structures, resulting in reduced API response times.

Contact : Designing for a more human future - <https://rga.com/>

### Wizit - Full-stack Engineer || Angular Hero

03/2022 - 01/2023

Melbourne, VIC, Australia | Remote

Buy Now Pay Later mobile app with a quirky design aimed at millennials.

#### Responsibilities

- Lead the front-end of the project, tasked with creating a library of reusable, responsive components for Android & IOS devices, and using StoryBook for writing and maintaining documentation for each component combined interaction, accessibility and visual appearance testing.
- Utilized TailwindCSS for implementing pixel-perfect designs and easier collaboration between developers whilst animating key parts of the experience using libraries such as: Anime.js, Lottie, Ionic and native CSS.
- Participated in agile development methodology, including daily stand-ups, sprint planning and retrospectives to ensure timely delivery of project milestones.

Contact : Australia's leading independent creative agency - <https://www.thehero.co/>

### Lead Game Developer || Godot Game Engine Vyfrost

02/2022 - 01/2024

Melbourne, VIC, Australia

Founder & Lead Game Developer of a three person indie studio

#### Achievements/Tasks

- Developed the studio's portfolio website as a space invaders-inspired 2D world, utilizing Godot's game-engine for seamless user exploration, engaging players to explore our diverse set of games.
- Conceptualised and created platformers, farming simulators, puzzle games and more, amongst these games we've reached up to 6th place in small and large competitions with 2700+ submitted games and our - see the "Personal Projects" section for more info.

Contact : <https://www.vyfrost.com/>



## TECHNICAL SKILLS

### Design

Figma, Photoshop, Webflow, Styled-components, Tailwind-CSS, Material-UI, Ionic-UI, Anime.js

### Languages & Frameworks

JavaScript, TypeScript, React, Next.js, Angular, Ionic, Three.js, WebGL

### Databases & API's

Node.js, Express.js, GraphQL, Apollo, MongoDB, FaunaDB, Hygraph

### Tools

Jest, React-testing-framework, Git, Jira, CircleCI, AWS, Storybook

### Methodologies

Agile, Scrum, Test-driven-development, CI/CD, Agile-sprints



## SOFT SKILLS

Leadership

Quick learner

Value-oriented

Autonomous

Honesty

Empathy



## PERSONAL PROJECTS

### Spitfire - LowRezJam2023 GameJam (04/2023)

- Developed a retro cozy puzzle game created in 2 weeks for LowRezJam2023.
- Winning place #6 after competing with 300+ submitted games.
- <https://vyfrost.itch.io/spitfire>

### Lil' Red Witch - Ludum Dare 53 GameJam (04/2023)

- Crafted a time-management game within a tight 72-hour deadline, reaching the top 8% of all games submitted.
- <https://vyfrost.itch.io/little-red-witch>



## WORK EXPERIENCE

### ThriveByFive - Full-stack Engineer || React (Next.js)

Hero

12/2021 - 03/2022

Melbourne, VIC, Australia | Remote

Educational mobile app with fun activities for parents and kids in developing countries.

#### Responsibilities

- Developed the landing page with Next.js and utilized Vercel for deployment and continuous integration, ensuring seamless delivery and updates to the project.
- Implemented TailwindCSS for streamlined & responsive UI/UX design whilst using Anime.js for scroll-based animations, adding dynamic and engaging visual elements to the project.
- Created and maintained documentation of the project, including technical specifications and user guides, ensuring seamless transition to future development and support.

Contact : Australia's leading independent creative agency - <https://www.thehero.co/>

### Full-stack React TypeScript Developer ScholarMode

03/2021 - 12/2021

Melbourne, VIC, Australia

Ed-tech startup adding educational features to YouTube

#### Responsibilities

- Configured a unique solution for injecting React components into websites for faster app-like speed and dynamic functionality using a chrome-extension. Each component used Jest for unit tests and we used Selenium for Integration testing.
- Designed and implemented the database schema & APIs using MongoDB, Express.js & Node.js hosted on Heroku, Firebase for authentication & analytics, and Google OAuth for authentication.

### Front-end Developer Freelance

11/2019 - 03/2021

#### Achievements/Tasks

- Converted design-system's to functional components, often using tools like Storybook for live component interaction and documentation, each component isolated and tested.
- Autonomously reported productivity based on agile user-stories, with a reliable 25% variation in weekly velocity, whilst collaborating with cross-functional teams of designers, developers, BAs, QAs, and project leads.

### UI/UX Designer Freelance

01/2019 - 03/2021

Remote

Designing for start-ups and eCommerce sites

#### Achievements/Tasks

- Designed low-fidelity to high-fidelity mockups, creating user-flows, IA diagrams, updating or creating design-systems from scratch using Figma components and Atomic Design.
- Worked in an agile teams to successfully migrate software apps to new design systems & flows validated through methods like: A/B testing, Website heatmaps, interviews and surveys, improving conversions by 30% within as little as 3 months.



## EDUCATION

### Bachelor of Engineering - BE, Aerospace Engineering

Royal Institute of Melbourne (RMIT)

2020

Melbourne, VIC, Australia



## PERSONAL PROJECTS

### In Season - Ludum Dare 52 GameJam (10/2022)

- Created a Farming Sim within 72hrs competing with 2700+ submitted games.
- Designed the game as a team of three including musician, artist and myself on code.
- Win place #77 reaching the top 3% of all games submitted and receive dozens of cheerful feedback from people who enjoyed the game.
- <https://vyfrost.itch.io/in-season>

### DO IT AGAIN - GMTK 2022 GameJam (06/2022)

- Built a platformer within 48hrs competing with 22,000 other game developers.
- Designed levels, animation, story and code for the entire game.
- Collaborated with another artist as a team of two to complete the game in time.
- <https://vyfrost.itch.io/do-it-again>

### HackSprint - Uni of Melbourne Hackathon (07/2021)

- Reached 3rd place in a hackathon from over 40+ competing teams!
- Lead a team of 4 developers to ideate, innovate and produce a functional MVP in 5 days. (MERN stack)



## LANGUAGES

English

Native or Bilingual Proficiency

Hebrew

Native or Bilingual Proficiency

Japanese

Professional Working Proficiency



## REFERENCES

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"Available upon request"