Jesús Rascón

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Experience

Madrid, Remote
Feb 2024 – May 2025

Graphext, Design Engineer, Technical Producer

◆ Redesigned and built the landing page ↗, migrating it from Webflow to NextJS 15. The page features carefully crafted mobile and desktop layouts, light and dark themes, smooth animations and a connection to a Notion database from which the Blog, the About page and other sections get their data from.

◆ Redesigned and built Tractor 2.0, the most comprehensive and easy tool for scraping social media data, helping bring back several clients in need for scraping and social media analysis. The product features a fast interface, delightful animations and an AI-powered query builder that help build complex queries that would otherwise be cumbersome to write.

◆ Created and maintained the documentation ↗ almost from scratch, with special care in writing and screenshot composing. Helped reduce the number of support tickets and inbound questions.

◆ Managed the Youtube channel ↗, creating tutorials ranging from very basic to somewhat complex topics regarding Graphext and how to use it properly.

San Francisco, Remote
June 2023 – Feb 2024

Prisms Of Reality, Technical Content Creator

◆ Created 500+ mathematical animations using Manim ↗

◆ Helped manage a small team through tight deadlines by enhancing communication and improving async handoff between tasks

◆ Worked closely with the CEO to provide clarity and direction on the projects at hand

Jaén, Córdoba, Remote
Sept 2021 – present

Design Bits, Freelancer

◆ Consultancy in animation engineering for youtube channels, including Veritasium, Memeable Data and Reducible, earning 80+ million impressions combined

◆ Consultancy in web development for universities and small companies

◆ Consultancy in branding and marketing, creating brand guidelines and assets for youtube channels as well async

◆ Created a Youtube channel ↗ talking about Computational Design, getting almost 700 subscribers from two highly produced videos.

Education

Granada, Spain
Sept 2020 – June 2021

MS **University of Granada**, Data Science

◆ 8/10 average

◆ Development of advanced data science algorithms from scratch, like k-NN or PCA.

◆ **Coursework**: Advanced Statistics, Computer Vision, Advanced Data Science Algorithms

Jaén, Spain
Sept 2016 – June 2020

BS **University of Jaén**, Computer Science

◆ 7.5/10 average, 1 subject passed with honors

◆ 10/10 final thesis on developing a custom vision neural net for detecting animals in camera trap images

◆ **Coursework**: Computer Architecture, Algorithm Design, Artificial Intelligence, Heuristics and Metaheuristics, Computer Graphics, Algebra

Projects

Tractor 2.0 ↗

A fast and easy tool for scraping social media data

◆ Download data from the available social media sources in seconds

◆ Hassle free experience, minimal setup

◆ Apify wrapper specialized in social media and SEO

◆ Great UI and UX, with special attention to details

◆ Built on Svelte and Typescript on top of Apify's enpoints

22' Google Summer of Code

Implementation of native gif saving functionality for the p5.js graphics library

◆ Implemented a fast and efficient client-side GIF encoder ↗

◆ Wrote an article ↗ that dives deep into the topic

- Developed a custom algorithm for finding similar pixels between frames in order to reference them and save space in the final result
- Implemented async UI feedback to reassure the process is working correctly for users
- Built in Javascript and using Matt Deslauriers gifenc library.

Mapa Elecciones 2023 ⧉

An interactive map of the results of the 2023 Spanish elections
- Used Mapbox to render the election results on a per neighbourhood basis
- Overlay of mean 2018 salaries to compare against the election results
- Built on Svelte, Mapbox, inspired by eldiario.es

Pangea ⧉

The classic country guessing game, redesigned
- Custom SVG processing for the country visualization
- When wrong, an arrow points to the correct country, hinting at the answer
- Built on Svelte and D3.js

Skills

Languages: JS/TS, Python

Technologies: Svelte 5, NextJS 15, D3, TailwindCSS, React, Manim, LaTeX

Development Software: Neovim, Git, Browser Devtools, ChatWise, Raycast

Production & Creativiy Software: DaVinci Resolve, Affinity Suite, Figma, Logic Pro 11, Blender