

Dan Baker

Javascript Developer

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[Immersive Tech Portfolio](#)
[Github](#)
[LinkedIn](#)

Professional Summary

As a deadline-driven Javascript developer with strong leadership experience and excellent communication skills, I have a diverse background as a creative technologist with ten years of experience building bespoke software and data visualizations for immersive and interactive media experiences. I have been a digital nomad since 2019, which has given me the flexibility to adapt to different work environments and collaborate with teams remotely across all time zones. I produce quality, readable code and am relentless until the problem is solved. With my skills and experience, I am confident I can positively impact any project or team.

Technical Skills

Javascript - Node.js - React.js - Express.js - Typescript - Three.js - React Native - AWS - React Fiber - web3.js - ethers.js - Solidity - HTML - CSS - jQuery - Redux - GraphQL - REST API - Websockets - Github - TouchDesigner - Linux - Unity - C# - Python - Spark AR - C++ - Java - Heroku - Digital Ocean - Next.js - Vercel - Vite - Webpack - Moralis - Alchemy - p5.js - Stripe API - Google Maps API - MongoDB - Puppeteer - Selenium - Arduino - Figma - Sketch - Material UI - Ant Design - Bootstrap - D3.js - Jest - Asana - Basecamp - Notion - Slack - Discord - Adobe Suite (Premiere, After Effects, Photoshop, Illustrator) - Cinema 4D - Blender - Shopify - Mac OS Windows - WordPress - VS Code - Sublime Text - Xcode - HTTP - REST - Fetch - Async await - State management - Data Visualization - Chart.js - Cryptocurrency - Web3 - NFT - DeFi - Mocha - Hardhat - Truffle

Experience

DNBKR Studio / Senior Developer & Founder

2013- PRESENT, REMOTE

Developed software for interactive media experiences at site-specific installations. Managed engineering teams to meet ambitious targets within budget under extreme deadlines in high-stress, high-paced environments. Developed data visualizations and UI dashboards to control installations using React and Node, [socket.io](#), AWS. Pioneered the use of XR to create impactful experiences that achieved marketing objectives and transformed the image of brands and Fortune 500 companies.

EMP Money / Front End Developer, Web3

MAY 2022 - AUGUST 2022, REMOTE (4 Month Contract)

Implemented front-end platform redesign, added new features, code optimizations, and bug fixes in React, Node, Typescript. Built a REST API using Node and MongoDB. Built data visualizations to display token data using Chart.js.

Equinox Fund / Senior Developer

JULY 2021 - JULY 2022, REMOTE

Independently designed and implemented operations processes for the DeFi Launchpad, NFT Marketplace, and P2E Gaming Guild. Configured and deployed smart contracts using Solidity and Truffle under tight deadlines. Built automation scripts for managing blockchain data. Updated and maintained the website using React, JSON, and Next.js. Provided technical guidance at critical high-pressure moments and established and designed the roadmap for our 'LearnFi Platform' by providing gamified web3 education backed by NFTs on the blockchain.

Master Ventures / Blockchain Infrastructure Developer

JANUARY 2021 - JULY 2021, REMOTE

Developed blockchain automation scripts for collecting data, analytics, and managing funds using Node and Web3.js. Built a Chainlink VRF automation to retrieve random numbers from the Chainlink Oracle. Created a sniper bot to be the first user to purchase when a new token launched on Uniswap, using Node, Web3.js, and Uniswap SDK.

Filter Factory / Interactive Developer

AUGUST 2019 - AUGUST 2020

Spearheaded a team of Spark AR developers and 3D Artists to produce face filters at the inception of AR capabilities on Instagram and Facebook. Developed AR filters and prototypes using SparkAR & Javascript. Built e-commerce site using Shopify and customizations with Liquid (Shopify's proprietary scripting language)

Dinner Party App / Lead Developer

JANUARY 2019 - JULY 2020

Built a full stack social media app for iOS and Android. Implemented user authentication, credit card payments, and geolocation services. Created GraphQL database schema to optimize data structure, improve performance, and ensure efficient data retrieval. Developed the back-end architecture, deployed server, and database hosting, and implemented DevOps solutions

Audio Video and Controls / Full Stack Developer

JANUARY 2015 - AUGUST 2018, NYC

Created software for interactive and immersive media environments at site-specific locations using React, C#, Python, Node.js, AWS. Rapid prototyping using sensors and hardware such as LIDAR, RFID, touch screen film, thermal computer vision, Arduino, & LED programming.

UNIVERSITY OF COLORADO/ BACHELOR'S DEGREE IN BROADCAST JOURNALISM, 2006

UNIVERSITY OF COLORADO/ BACHELOR'S DEGREE IN FILM PRODUCTION, 2006