

TECHNOLOGIES

Html5 | Haml
CSS | Sass
SVG Animation
JavaScript | ES6 | jQuery
JSON | RESTful APIs
React
Ember | Handlebars
Angular 1.x
Grunt | Gulp | Yarn
Photoshop | Illustrator
Git | Sourcetree
TDD | Mocha | Chai
Accessibility

PROJECTS

SnapFoo
<http://yuschick.github.io/SnapFoo>

31 Nights of Horror - 2016
<http://danyuschick.com/31-nights-of-horror/>

PRESENTATIONS

@Extend CSS with Sass
Intro to Responsive Design
Mobile Debugging and Emulation
Sass and Practical Use Cases
Finding SVG Animation Harmony
Designing SVGs for Animation
Front-End Show & Tell
Getting Down with CSS Animations
Warming up with Ember & Firebase

EDUCATION

Kaplan University | 2008 – 2011
Bachelor's – Computer Forensics

EXPERIENCE

Front-End Engineering Instructor

The Iron Yard

Sept. 2016 - Present

- Compiled and structured the curriculum for a 12-week immersive course covering a wide spectrum of technologies
- Built lesson plans and homework assignments to be used in front-end classes across campus locations
- Performed code reviews on all assignments which varied between nightly, weekend, and group projects
- Conducted weekly one-on-ones with each student along with completing bi-weekly progress reports

UI Developer

Bottomline Technologies

Jan. 2016 - Sept. 2016

- Worked in the code base to fix bugs, expand functionality, and provide additional Handlebars Helpers.
- Made core updates to improve accessibility across all lines of business while improving the team's individual product to an AA+ rating.
- Worked with aligning the core code base with design specs to ensure framework consistency across platforms and lines of business.

Interactive Developer

Centerline Digital

Jul. 2014 - Oct. 2015

- Pushed the department's capabilities with the use of SVG animation, interactive video, and sharing my animation library with the team
- Updated various mobile apps in React from minor bugs to adding new features and functionality
- Designed numerous datagrams, social tiles, and Tumblr pages
- Used SVG animation to win two of the quarterly office animation contests

Lead Developer

DeusM

Nov. 2010 - Jul. 2014

- Built a custom responsive framework while working closely with the design team to help transition the products to their new mobile direction
- Managed a small team of web and production developers
- Implemented internal tools to streamline production and site tasks
- Lead the development of large, high-traffic news websites ensuring the product met strict designer specs and deadlines

