

Daniel Jackson

Senior Frontend Engineer

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ACCESSIBILITY | ANIMATION | API INTEGRATION | PERFORMANCE

QUALIFICATION SUMMARY

Frontend Engineer with over 10 years of successfully developing interactive web applications and sites, leveraging cutting-edge technologies, mentoring junior developers and leading projects.

See my online presence at jacksonweb.dev.

KEY SKILLS

- | | | |
|--------------------|-----------------|----------------|
| ✓ React | ✓ Next.js | ✓ CSS3 |
| ✓ SVG Manipulation | ✓ Accessibility | ✓ Animation |
| ✓ Tech Leading | ✓ PHP | ✓ Node Tooling |

RELEVANT PROFESSIONAL EXPERIENCE

Senior Frontend Engineer

May 2023 - Present

10up

Remote

Web app development building UI/UX solutions in React and NextJS for headless Wordpress implementations.

- Building modules in NodeJS to be consumed across web and Storybook for testing / presentation.
- Consuming APIs in testing, staging, and production environments.
- Owning features and communication with clients and stakeholders.
- Building block components and accessible solutions for Gutenberg.
- Collaborating with Backend, Designers, and Content for internationalization.
- Presentation, documentation, and various other soft skills for clients and stakeholders.

Software Design Engineer

December 2020 - May 2023

343 Industries - Contract

Redmond, WA

Software development building out new services, extending APIs, providing training, internationalization, and pushing for accessible UX for the redesign and launch of Halo Waypoint.

- Development included paired launches of content for two AAA Halo game titles with ways to view player records, statistics, progression, and customization.
- Building pages and modules for in game statistics for players in Next.JS.
- Creating interactive graphs in D3.js for React and React Native.
- Implementing major contributions to Halo Infinite's in game store for web and building out seasonal progression in Next.js.

Frontend Web Developer

July 2019 - August 2020

En Masse Entertainment

Seattle, WA

Web development work building new features and micro sites for sponsored games through En Masse publishing.

- Building new features for the MMORPG TERA's in-game store.
- Contributing features to En Masse's PC games launcher.
- Building splash pages and new modules for the company website in Apostrophe.js.

Full Stack Tech Lead

April 2016 - July 2019

coolblueweb

Seattle, WA

Web development in an agency capacity across a range of frontend, backend, and networking tasks.

- Creating solutions, writing documentation, estimating tasks per budget, overseeing developers, code reviewing and communicating with clients through training and component diagrams.
- Technology experience ranged from creating, debugging, and maintaining WordPress / WooCommerce, Laravel, and Magento solutions.
- Building rich interfaces and interaction via Javascript.
- Building eCommerce configurators.

ADDITIONAL EXPERIENCE

Contract Web Developer

2010 - 2016

jacksonwebdev

Winston-Salem, NC

After graduating college, I started my own business developing LAMP stack solutions for small businesses and contracting through local agencies.

- Building custom PHP solutions and Wordpress plugins.
- Creating interactive presentations in Javascript and Adobe Flash for Wake Forest University.
- Designing print advertising for brochures, business cards, and pitch decks.
- Designing online modules for local businesses in Adobe Illustrator.

Social Worker

2010

Group Homes of Forsyth Inc

Winston-Salem, NC

- Helping individuals with intellectual disabilities in classroom and home settings.

EDUCATION

Bachelor of Arts

2010

Wake Forest University

Winston-Salem, NC