

I am an experienced software engineer proficient in both **frontend** and **backend** development. My recent exploration into creative coding and generative art showcases proficiency in *Typescript*, *Pixi.js*, *WebGL*, and *Three.JS*. Throughout my career, I have excelled in **optimizing performance** and **promoting teamwork and collaboration**. What I find most fulfilling about programming is its creative aspect, bringing visuals and aesthetically pleasing creations to life. Looking for a front-end position, with an emphasis on low-level graphics (WebGL, shaders).

Experience

Senior Frontend Developer

Bringo.co.uk

Led the migration from a legacy TypeScript codebase to a modern Next.js architecture, improving several Google Lighthouse metrics by 1.5 to 2.5 seconds through effective separation of server-side and client-side rendering.

Collaborated with UI designers to implement mockup designs and develop a cohesive design system using React and styled-components.

Developed a highly interactive graph viewer component for analyzing connections between UK companies and their significant control holders and/or directors.

Apr 2023 - Present

Senior Java/Scala Developer

Reali · Tel Aviv, IL

Engineered backend microservices using Scala and the Play framework, ensuring robust and scalable functionality for a seamless real estate experience.

Enhanced database performance by optimizing MongoDB queries and implementing improvements in Mongo Compass, resulting in a ~3-fold reduction in query response time.

Provided mentorship to team members, imparting expertise in Scala and functional programming, fostering a collaborative and skilled development team.

May 2021 - Sep 2022

Frontend Engineer

Israel Defense Forces · Tel Aviv, IL

Developed intuitive front-end interfaces for multiple internal websites within the General Staff of the IDF using React, enhancing user access to crucial operational data.

Utilized the D3.js library to visualize graph connections, improving the representation and accessibility of critical information.

Guided, mentored, and developed new recruits in front-end development practices, contributing to team cohesion and expertise.

Applied the Neo4j graph database for efficient storage and querying of operational data, optimizing information retrieval processes and facilitating a cohesive and user-centric digital environment.

Apr 2019 - Apr 2021

Java Backend Developer

Puls · Tel Aviv, IL

Engineered the migration of a PHP monolith to Java microservices using Spring Boot, enhancing system performance and maintainability.

Developed integrations for offline conversion tracking systems, improving performance metrics accuracy.

Created a price calculation microservice, streamlining pricing with tax calculations, upsells, coupons, and discounts.

Led the development of a timetable microservice for efficient appointment scheduling, considering technician availability and market-specific factors.

Feb 2017 - Jan 2019

Skills

Backend development	Frontend development
Java	Javascript
Scala	Typescript
SpringBoot	React
Play	Next.js
	Zustand
Cloud and DevOps	Svelte
	Pixi.js
AWS	WebGL
Docker	Three.js
Kubernetes	SCSS
Jenkins	
	Databases
	MongoDB
	PostgreSQL
	Redis

Education

Bachelor, Applied Math

Odessa National University

Languages

Ukrainian · Native

Russian · Native

English · Upper intermediate

Hebrew · Intermediate

Links

[codedpalette.github.io](#)

[codedpalette](#)

[Daniel Blinder](#)

Projects

Generative art sketches

Typescript · Pixi.js · WebGL · Three.js · Shaders

This project encompasses the source code for my portfolio's generative artworks. Addressing challenges involved optimizing rendering performance for a seamless 60 fps, maintaining a clear separation of artwork code from setup details, and methodically refactoring shared functions into a utilities library.

Personal website

Typescript · Svelte · SvelteKit · SCSS · Web Workers

Repository which hosts the source code for my personal website. Key features include the incorporation of a thread pool pattern to optimize site responsiveness during artwork rendering.