



DEVELOPER & DESIGNER

CONTACT

LOCATION

Greater Pittsburgh, PA

PHONE

N/A

EMAIL

N/A

WEBSITE

daniel-easily.com

LINKEDIN

linkedin.com/in/daneasily

EDUCATION

Bachelor of Fine Arts (BFA)

Robert Morris University

Fine & Digital Arts - Web Development

2001 – 2005

NOTABLE CLIENTS

- U.S. Dept of Education, NIH, SAMHSA, USAID, RAND Corporation, World Bank Group, U.S. Institute of Peace, AHRQ / Westat, Allegheny Conference, Bill & Melinda Gates Foundation, Center for Social Innovation

Full-stack developer and designer with 20+ years of experience building websites, applications, and digital platforms. Rooted in a BFA in Fine & Digital Arts, I bring both technical depth and a visual eye to everything I build. I've spent the bulk of my career leading complex development work for federal agencies, research organizations, and global institutions — while maintaining a strong design practice across print, digital, and interactive media.

SKILLS & TECHNOLOGIES

Languages & Web

JavaScript / TypeScript, PHP 8.x, HTML5, CSS3 / SCSS, Tailwind CSS, SQL, REST APIs, GraphQL

Frontend

Vue.js, Nuxt.js, React, Next.js, GSAP, D3.js, Mapbox

CMS & Platforms

Drupal, WordPress, Laravel, Moodle

Server & Infrastructure

Node.js, Docker, Apache, Nginx, Linux, AWS, Azure, GCP, Pantheon

Build Tools

Git, Vite, Webpack, Docker Compose, DDEV, CI/CD (GitLab)

Design & Creative

Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Blender, Affinity Suite

EXPERIENCE

Lead Developer

Jul 2010 – Present · 15+ yrs

Informatics Studio · Greater Pittsburgh, PA

Lead technical strategy and architecture across the firm's full digital portfolio. Full-stack development in PHP, Laravel, Drupal, and Vue.js. System architecture, server infrastructure, API development (REST, GraphQL, JSON API), data integration, and front-end production. Clients include federal agencies, research institutions, and international organizations.

UI Designer & Implementer

2009 – 2010 · 1 yr

Vicarious Visions (via Overit Media) · Albany, NY

Designed and integrated in-game UI assets for major AAA titles including Guitar Hero 5, Band Hero, and Guitar Hero: Warriors of Rock. Responsible for menu systems and interactive gameplay HUDs across the Guitar Hero franchise.

Graphic Designer & Developer

Mar 2008 – Jul 2010 · 2 yrs 5 mos

Overit Media · Albany, NY

Full-service digital and design work spanning brand development, complex website builds, and Flash-based interactive experiences. Managed projects from concept through launch across both print and digital.