




I'm a **front-end web developer** based in Lebanon with 3+ years of experience building responsive, fast and maintainable user interfaces for the web. Shoot me an email at [chafic.najjar@gmail.com](mailto:chafic.najjar@gmail.com) if you're looking for a remote front-end developer.



## Experience

- Dec. 2017 - Present (6 months) **Founder**  [MOTIONCOMICS.IO](https://motioncomics.io).  
[motioncomics.io](https://motioncomics.io) is a website for comic book artists to create stunning and engaging motion comics for the web.
- Feb. 2015 - Present (3 years 4 months) **Freelance Front-End Developer**  [GRADLE INC.](https://gradle.com), [CODE FOR AFRICA](https://codeforafrica.org), [TEENSWHOCODE](https://teenswhocode.com), [IDEATOLIFE](https://ideatolife.com).
  - Helped build the user interface of the [TeensWhoCode learning platform](https://teenswhocode.com).
  - Worked on the implementation and maintenance of [gradle.com](https://gradle.com) and [gradle.org](https://gradle.org) — the web properties of Gradle Inc.
  - Built the open source tool [Doppler Maps](https://dopplermaps.com) — a library to create choropleth maps for the web.
  - Built the data visualization dashboard of [Inbsr.org](https://inbsr.org) — a web application to consolidate data on bariatric surgery across Lebanon.
  - Built the portfolio website [edsab.com](https://edsab.com) of a product designer based in Paris.
  - Built the user interface of [elevatorexpress.com](https://elevatorexpress.com) — an online meeting point for professionals and companies in the elevator industry.
- Jul. 2014 - Aug. 2014 (2 months) **Graphics Programmer Intern**  [CCT INTERNATIONAL](https://cctinternational.com), Beirut, Lebanon.  
I worked with another intern on a web-based prototype of the BIM-based construction project control application [C3D Interactive](https://c3dinteractive.com):
  - I built a responsive web interface with resizable and dockable interface components.
  - I wrote a parser in Java to extract 3D model data from a proprietary file format and rendered that data using WebGL.
  - I wrote vertex and fragment shaders in GLSL and implemented a first-person camera that can move and rotate in any direction.



## Skills

- Languages Proficient in **HTML, CSS, JavaScript (ES5, ES6)** • Familiar with **SVG, Bash, C++, SQL, GLSL,  $\LaTeX$** .
- Front-End Experienced with **React, MDC Web, D3.js** • Familiar with **WebGL, jQuery, reveal.js**.
- Front-End Tooling Experienced with **Sass, npm, gulp, Babel, Browserify, ESLint, stylelint, Jekyll** • Familiar with **webpack, Grunt**.
- Back-End Experienced with **Express** • Familiar with **Node.js, Passport, PostgreSQL, Sequelize**.
- Operating Systems Experienced with **Arch Linux** where I use **Git + hub + myrepos + ghi, GnuPG, SSH, Neovim, i3, Zsh, ngrok, Ag, fd**.
- SaaS Tools Experienced with **GitHub, Heroku, AWS S3** • Familiar with **Cloudflare, Google Analytics, SendGrid, Pardot**.

## Education

- 2012 - 2015 **B.S. in Computer Science**  [Lebanese American University \(LAU\)](https://launiversity.edu), Byblos, Lebanon.
  - Took part in the *MEPI Tomorrow's Leaders* program (2012 - 2015) and studied at *Wayne State University* in Detroit (Summer 2013).
  - President (2013 - 2014), web developer (2012 - 2013) and member (2012 - 2015) of the *Association for Computing Machinery* club.
  - Volunteer at the Lebanese Red Cross, Youth Department (2014 - 2015).
- 2009 - 2012 **French Scientific Baccaulaureate**  [Lycée Alphonse de Lamartine](https://lycee-alamartine.com), Tripoli, Lebanon.
  - Specialized in Mathematics and graduated with high honors.
- 2015 Online courses: [Intermediate D3 for Data Visualization](https://knightcenter.org) (Knight Center for Journalism in the Americas), [Data Visualization](https://coursera.org) (Coursera).

## Projects

- OPEN SOURCE  **CodePen Experiments** • *HTML, CSS, JavaScript, D3.js, WebGL*.  
Data visualization and computer graphics experiments.
- OPEN SOURCE  **Gaia** • *C++, GLSL, Lua, OpenGL, SDL*.  
Procedurally generated 3D planet rendered by applying the 3D simplex noise method on an icosphere mesh.
- OPEN SOURCE  **21<sup>st</sup> Century Pong** and **21<sup>st</sup> Century Tetris** • *C++, SDL*.  
Pong and Tetris clones for Linux with smooth gameplay, audio and game controller support.

## Activities & Awards

- 2018 MDN Web Docs [contributor](https://developer.mozilla.org) and ArchWiki [contributor](https://wiki.archlinux.org).
- Fall 2015, Fall 2016 Selected data visualization developer at [Data4Change 2015](https://data4change.org) and [2016](https://data4change.org) — 5-day workshops organized by [Small Media](https://smallmedia.com).
- Summer 2016 Gave the talk [Data Visualization for the Web with D3.js](https://www.youtube.com/watch?v=...) at the third meetup of [MENA Devs](https://mena-devs.com) in Beirut, Lebanon.
- Summer 2012 **2<sup>nd</sup> place winner** 🏆 (15% scholarship + iPod Touch) of the [Computer Science Summer Institute](https://www.lau.edu) at LAU.
- Summer 2011 **2<sup>nd</sup> place winner** 🏆 (\$2000) of the [Google-sponsored CS4HS contest](https://www.google.com) at the University of Balamand.

## Languages

- English ★★★★★ Full professional proficiency.
- French ★★★★☆ Professional working proficiency.
- Arabic ★★★☆☆ Limited professional proficiency.