




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 - Feb. 2018 (3 months) **Founder**  [MOTIONCOMICS.IO](http://MOTIONCOMICS.IO).  
[motioncomics.io](http://motioncomics.io) is a website for comic book artists to create stunning and engaging motion comics for the web.
- Feb. 2015 - Nov. 2017 (2 years 10 months) **Freelance Front-End Developer**  [GRADLE INC.](http://GRADLE INC.), [CODE FOR AFRICA](http://CODE FOR AFRICA), [IDEA.TOLIFE](http://IDEA.TOLIFE).
  - Worked on the implementation and maintenance of [gradle.com](http://gradle.com) and [gradle.org](http://gradle.org) — the web properties of Gradle Inc.
  - Built the open source tool [Doppler Maps](http://Doppler Maps) — a library to create choropleth maps for the web.
  - Built the data visualization dashboard of [Inbsr.org](http://Inbsr.org) — a web application to consolidate data on bariatric surgery across Lebanon.
  - Built the portfolio website [edsab.com](http://edsab.com) of a product designer based in Paris.
  - Built the user interface of [elevatorexpress.com](http://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](http://CCT INTERNATIONAL), Beirut, Lebanon.  
I worked with another intern on a web-based prototype of the BIM-based construction project control application [C3D Interactive](http://C3D Interactive):
  - 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, E<sub>T</sub>X**.
- 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 Familiar with **Node.js, Express, Passport, PostgreSQL, Sequelize**.
- Operating Systems Experienced with **Arch Linux** where I use **Git, GnuPG, SSH, Neovim, i3, Zsh, ngrok, ag, fd, hub, myrepos, ghi**.
- SaaS Tools Experienced with **GitHub, Heroku, AWS S3** · Familiar with **Cloudflare, Google Analytics, Pardot**.

## Education

- 2012 - 2015 **B.S. in Computer Science**  [Lebanese American University \(LAU\)](http://Lebanese American University (LAU), Byblos, Lebanon), Byblos, Lebanon.
  - Took part in the [MEPI Tomorrow's Leaders](http://MEPI Tomorrow's Leaders program) program (2012 - 2015) and studied at [Wayne State University](http://Wayne State University) in Detroit (Summer 2013).
  - President (2013 - 2014), web developer (2012 - 2013) and member (2012 - 2015) of the [Association for Computing Machinery](http://Association for Computing Machinery club) club.
  - Volunteer at the [Lebanese Red Cross, Youth Department](http://Lebanese Red Cross, Youth Department) (2014 - 2015).
- 2009 - 2012 **French Scientific Baccalaureate**  [Lycée Alphonse de Lamartine](http://Lycée Alphonse de Lamartine, Tripoli, Lebanon), Tripoli, Lebanon.
  - Specialized in Mathematics and graduated with high honors.
- 2015 Online courses: [Intermediate D3 for Data Visualization](http://Intermediate D3 for Data Visualization) (Knight Center for Journalism in the Americas), [Data Visualization](http://Data Visualization) (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](http://contributor) and ArchWiki [contributor](http://contributor).
- Fall 2015, Fall 2016 Selected data visualization developer at [Data4Change 2015](http://Data4Change 2015) and [2016](http://Data4Change 2016) — 5-day workshops organized by [Small Media](http://Small Media).
- Summer 2016 Gave the talk [Data Visualization for the Web with D3.js](http://Data Visualization for the Web with D3.js) at the third meetup of [MENA Devs](http://MENA Devs) in Beirut, Lebanon.
- Summer 2012 **2<sup>nd</sup> place winner** 🏆 (15% scholarship + iPod Touch) of the [Computer Science Summer Institute](http://Computer Science Summer Institute at LAU) at LAU.
- Summer 2011 **2<sup>nd</sup> place winner** 🏆 (\$2000) of the [Google-sponsored CS4HS contest](http://Google-sponsored CS4HS contest) at the University of Balamand.

## Languages

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