
DeJahn Bell

Creative Technologist | Interactive Media Designer | Multimedia Systems Builder

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PROFESSIONAL SUMMARY

Creative technologist and multimedia systems builder designing interactive digital experiences across web, sound, story, games, symbolic interfaces, and experimental public tools. Creator and sole developer of Food4Thoth, a large-scale creative ecosystem spanning hundreds of published pages, 40+ tarot and oracle tools, a 122-node branching narrative engine, browser-based audio instruments, WebGL visuals, community maps, and playable experiences. Combines front-end development, creative coding, interface design, rapid prototyping, and cross-disciplinary execution to deliver unusual but functional public-facing work.

CORE SKILLS

Creative Coding	HTML5, CSS3, JavaScript (ES6+), responsive design, interaction design, DOM manipulation, animation systems
Interactive Media	Canvas, Web Audio API, Tone.js, Three.js, WebGL, shaders, game loops, state logic, input handling
Interface Design	Touch, mouse, keyboard input, text-to-speech, mobile-first design, accessibility-minded interfaces
Systems / Content	Narrative engines, symbolic tools, JSON-driven content, local storage, search interfaces, maps, clustering, directories
Tools / Workflow	GitHub, Replit, AI-assisted prototyping, debugging, refactoring, TestFlight and App Store submission workflows
Working Knowledge	SQL/MySQL concepts, AWS EC2/SSH familiarity, blockchain and token-gated media concepts

SELECTED IMPACT

- Built a multimedia web ecosystem with hundreds of published pages integrating tools, art, games, maps, story systems, and sound-driven experiences.
- Created 40+ tarot and oracle systems and a 122-node branching narrative engine as part of a cohesive symbolic and interactive platform.
- Designed browser-native instruments, visualizers, and experimental interfaces using Web Audio API, Tone.js, Canvas, and WebGL.
- Delivered public-facing mapping and directory tools that combine local resource visibility with custom interface design and filtering.
- Moved concepts from prototype through browser release and iOS submission workflows.

PROFESSIONAL EXPERIENCE

Independent Creative Technologist / Interactive Media Designer

Food4Thoth / Artabillies / Self-Directed Projects | 2024 - Present

- Designed and developed Food4Thoth, a large-scale digital ecosystem combining portals, symbolic tools, games, maps, narrative systems, sound tools, and visual interfaces.
- Created 40+ tarot and oracle systems with themed decks, spread logic, animation, voice-related features, and mobile-responsive interaction design.
- Built narrative and game systems, including a 122-node branching story engine and multiple browser-based projects with replay logic and cross-device input handling.

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- Developed browser-native audio experiences including synths, sequencers, arpeggiators, and audio-reactive visualizers using Web Audio API and Tone.js.
 - Built public-facing maps and directories with search, clustering, filtering, and custom marker systems for community-facing resources.
 - Packaged and released projects through iOS TestFlight and App Store submission workflows, extending browser-first concepts into mobile release channels.
 - Used AI-assisted workflows for concept development, prototyping, debugging, and refactoring while retaining full creative and technical ownership.

KEY PROJECTS

Food4Thoth Digital Ecosystem - Multimedia platform unifying symbolic tools, interactive publishing, games, maps, narrative systems, WebGL visuals, and sound-driven experiences.

Browser Audio Laboratory - Created browser-native instruments, arpeggiators, visualizers, and experimental music interfaces that merge interaction design with sound synthesis.

Interactive Story and Symbolic Systems - Designed branching narrative engines, tarot interfaces, and symbolic interaction tools that connect storytelling with playable UX.

Artabillies Creative Platform - Expanded a collaborative art and media platform for galleries, music, embedded media, artist networking, and experimental digital presentation.

Terminal Game / iOS Release - Evolved a terminal-inspired concept into a browser game and iOS release path, demonstrating cross-platform adaptation and product polish.

EXECUTION STRENGTHS

- Blend code, media, interface design, and storytelling into coherent public-facing systems.
- Move quickly from experimental concept to polished prototype to release-ready experience.
- Contribute effectively in interdisciplinary, exploratory, and self-directed creative environments.