
DeJahn Bell

Front-End Developer | Interactive Web Developer | Creative Technologist

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PROFESSIONAL SUMMARY

Front-end developer with experience building and shipping interactive web applications across games, audio tools, narrative platforms, visual systems, and community resources. Creator and sole developer of Food4Thoth, a large-scale web ecosystem featuring 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 games. Strong in HTML, CSS, JavaScript, responsive UI, Canvas, Web Audio API, Three.js, GitHub workflows, and cross-device interface design.

CORE SKILLS

Front End	HTML5, CSS3, JavaScript (ES6+), responsive design, DOM manipulation, animation systems, UI development
Interactive Media	Canvas, Web Audio API, Tone.js, Three.js, WebGL, shaders, game loops, state logic, input handling
UX / Accessibility	Touch, mouse, keyboard input, text-to-speech, mobile-first design, accessibility-minded interfaces
Data / Utility	JSON-driven content, local storage, search interfaces, mapping tools, 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 and maintained a web ecosystem with hundreds of published pages spanning games, tools, maps, narrative systems, and public-facing resources.
- Created 40+ tarot and oracle tools with card logic, spread systems, animation, voice-related features, and responsive mobile support.
- Developed a 122-node branching narrative engine and multiple browser-based game systems with replay loops and cross-device input handling.
- Shipped browser-based audio tools, visualizers, and mapping interfaces across mobile and desktop.
- Packaged and released projects through iOS TestFlight and App Store submission workflows.

PROFESSIONAL EXPERIENCE

Independent Front-End Developer / Creative Technologist

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

- Designed, developed, and shipped Food4Thoth, a unified web platform combining portals, games, maps, narrative engines, sound tools, and visual systems across hundreds of published pages.
- Built 40+ tarot and oracle interfaces with card logic, spread systems, animation, voice features, and mobile-responsive design.
- Developed a 122-node branching narrative engine and multiple browser-based game projects with collision logic, replay loops, and cross-device input handling for mobile and desktop.
- Shipped browser-based audio tools, including synths, sequencers, arpeggiators, and audio-reactive visualizers, using Web Audio API and Tone.js.

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- Built community resource maps and public directories using open-source map stacks with search, clustering, filtering, and custom marker systems.
 - Packaged and released projects through iOS TestFlight and App Store submission workflows, adapting browser-first projects for native distribution.
 - Used AI-assisted workflows for prototyping, debugging, and refactoring while maintaining full implementation control and creative direction.

KEY PROJECTS

Food4Thoth Web Platform - Large-scale interactive web ecosystem with hundreds of published pages, tools, games, maps, narrative systems, and public-facing creative resources.

Browser Audio Tools - Built browser-native synths, arpeggiators, sequencers, audio-reactive visuals, and experimental sound interfaces using Web Audio API and Tone.js.

Interactive Story Engine - Developed a 122-node branching narrative system and related gameplay interfaces with state management, replay logic, and cross-device interaction.

Community Maps and Directories - Created searchable public resource maps and local directories with custom markers, clustering, filtering, and mobile-friendly interfaces.

Terminal Game / iOS Release - Adapted a terminal-inspired concept into a polished browser game and iOS app submission workflow, demonstrating product iteration across platforms.

EXECUTION STRENGTHS

- Rapidly learn and deploy unfamiliar tools and frameworks across live web and mobile projects.
- Translate abstract ideas into usable interfaces, prototypes, and public releases.
- Work effectively in self-directed, ambiguous, and cross-disciplinary environments.