

DeJahn Bell

Creative Technologist | Front-End Developer | Interactive Media Designer
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PROFESSIONAL SUMMARY

Front-end developer and creative technologist shipping interactive web experiences across games, audio tools, visual systems, maps, and narrative platforms. Creator of Food4Thoth — a large-scale web platform with hundreds of published pages, 40+ tarot/oracle tools, a 122-node branching narrative engine, browser-based audio instruments, WebGL visuals, community maps, and playable games. Proven ability to take projects from concept through iOS App Store release.

CORE SKILLS

Front End	HTML5, CSS3, JavaScript (ES6+), responsive design, DOM manipulation, animation, UI development
Interactive Media	Canvas, Web Audio API, Tone.js, Three.js, WebGL, shaders, game loops, state logic
UX / Accessibility	Touch/mouse/keyboard input, text-to-speech, mobile-first design, accessible interfaces
Data / Utility	JSON-driven content, local storage, search interfaces, mapping tools, clustering, directories
Tools / Workflow	GitHub, Replit, AI-assisted prototyping, debugging, TestFlight & App Store workflows

PROFESSIONAL EXPERIENCE

Independent Creative Technologist / Front-End Developer

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 games with collision logic, replay loops, and cross-device input handling.
- Shipped browser-based audio tools — synths, sequencers, arpeggiators, and audio-reactive visualizers — using Web Audio API and Tone.js.
- Built community resource maps and public directories using open-source map stacks with search, clustering, and custom markers.
- Packaged and released projects through iOS TestFlight and App Store submission workflows.

KEY PROJECTS

- **Food4Thoth Ecosystem** — Full-scale interactive platform: tarot/oracle systems, story engines, community maps, games, WebGL visuals, and audio experiences.
- **Browser Audio Lab** — Browser-native music tools with arpeggiators, synth interfaces, and audio-reactive visuals built on Web Audio API and Tone.js.
- **Interactive Story & Game Systems** — Narrative engines and Canvas-based games with branching paths, collision logic, and replay loops.
- **Community Maps** — Public-facing resource maps and directories with search, filtering, clustering, and custom markers.
- **Terminal Game / iOS Release** — Terminal prototype evolved into a polished browser game and App Store submission.

ADDITIONAL STRENGTHS

Rapid self-teaching and high-volume execution • Cross-disciplinary thinking across code, media, and design • Comfortable in experimental and self-directed environments • Concept to public release across web and mobile