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# DeJahn Bell

Creative Technologist • Front-End Developer • Interactive Media Designer

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## PROFESSIONAL SUMMARY

Front-end developer and creative technologist building interactive web experiences across games, audio tools, visual systems, maps, and narrative platforms. Creator of Food4Thoth, a large-scale web platform featuring hundreds of published pages, 40+ tarot and oracle tools, a 122-node branching narrative engine, browser-based audio experiences, WebGL visuals, community maps, and playable games.

## CORE SKILLS

<b>Front End</b>	HTML5, CSS3, JavaScript (ES6+), responsive design, DOM manipulation, animation systems, UI development
<b>Interactive Media</b>	Canvas, Web Audio API, Tone.js, Three.js, WebGL, shaders, game loops, state logic, input handling
<b>UX / Features</b>	Touch, mouse, keyboard input, text-to-speech, mobile-first design, accessibility-minded interfaces
<b>Data / Utility</b>	JSON-driven content, local storage, search interfaces, mapping tools, clustering, directories
<b>Tools / Workflow</b>	GitHub, Replit, AI-assisted prototyping, debugging, refactoring, TestFlight and App Store submission workflows
<b>Working Knowledge</b>	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, audio tools, symbolic interfaces, maps, and narrative systems.
- Created 40+ tarot and oracle tools with spread logic, deck state handling, animation, and themed interface systems.
- Developed a 122-node branching narrative engine and multiple browser-based game projects for mobile and desktop contexts.
- Shipped browser-based audio tools and interactive interfaces using Web Audio API and selected Tone.js implementations.
- Built public-facing community maps and directory tools with search, clustering, and custom marker systems.
- Built and packaged projects through iOS, TestFlight, and App Store submission workflows.

## PROFESSIONAL EXPERIENCE

### Independent Creative Technologist / Front-End Developer

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

- Designed, developed, and maintained interactive front-end experiences spanning entertainment, utility, education, art, and community technology.
- Built Food4Thoth, a unified platform combining portals, games, maps, narrative engines, sound tools, and visual systems.

- Created dozens of tarot and oracle interfaces with card logic, animation systems, voice-related features, and mobile-responsive design.
- Developed browser audio tools including synths, sequencers, sound visualizers, and experimental music interfaces.
- Built location-based resource tools and public directories using open-source map stacks, search, clustering, and custom markers.
- Used AI-assisted workflows for prototyping, debugging, refactoring, and iteration while maintaining implementation control and product direction.
- Adapted early terminal and Python-based experimentation into browser experiences and iOS submission and release workflows.

## SELECTED PROJECTS

### **Food4Thoth Digital Ecosystem**

Interactive web platform featuring published content, tarot and oracle systems, story engines, maps, games, WebGL visuals, and sound-driven experiences.

### **Terminal Game / Retro Arcade**

Terminal-style experimentation evolved into a browser game and later into iOS and TestFlight submission workflows, demonstrating platform adaptation and gameplay logic.

### **Glo-Calculato**

Stylized calculator and app-packaging concept blending utility, animation, visual identity, and distribution and app-packaging concepts.

### **Browser Audio Laboratory**

Browser-native music and sound tools including arpeggiators, synth interfaces, audio-reactive visuals, and experimental interaction systems.

### **Community Maps and Directories**

Public-facing mapping and directory tools using open-source map stacks, search, clustering, and custom marker systems.

### **Interactive Story and Game Systems**

Narrative engines and Canvas-based games with branching paths, device input handling, collision logic, and replay-based interaction loops.

## ADDITIONAL STRENGTHS

- Rapid self-teaching and high-volume project execution
- Strong cross-disciplinary thinking across code, media, interface design, and storytelling
- Comfortable working in experimental, ambiguous, or self-directed environments
- Able to move from concept to prototype to public release across web-based products and creative tools

## LINKS

**Website:** [Food4Thoth.com](http://Food4Thoth.com)

**Art Platform:** [Artabillies.com](http://Artabillies.com)

**GitHub:** [github.com/Dseekeroftruth](https://github.com/Dseekeroftruth)

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