# Dzenan (Jay) Culesker
Frontend Developer

dzenanculesker@gmail.com
https://dzenan-culesker-portfolio.vercel.app/
https://github.com/DZXMASTER
4074373964
Atlanta, GA, USA

Frontend Engineer with 1.5 years of experience building scalable and maintainable React applications. Skilled in TypeScript, Next.js, and UI/UX design, leveraging Figma, Tailwind CSS, and Framer Motion. Experienced with Redux, Context API, and Apollo Client for state management. Equipped to adapt, collaborate, and continuously learn to build seamless user experiences.

## Projects

**Pokemon Search App**                                               Aug 2024 - Oct 2024
https://pokedex-og.vercel.app/
https://github.com/DZXMASTER/Pokedex

- Redesigned application user interface (HTML5, Tailwind CSS3, Framer Motion) to emulate the original Pokedex, improving accessibility & responsivity, and boosting user engagement by 46%
- Integrated dynamic RESTful Context API content (React.js, Next.js, TypeScript ES6+) to optimize performance by 30% and reduce page rendering times by 15%
- Enhanced SEO and accessibility by improving color transitions and readability for 5% of users with visual impairments, while deploying and maintaining the app using GitHub (CI/CD)

**Book Tracker**                                                      Nov 2024 - Nov 2024
https://book-tracker-plum.vercel.app/
https://github.com/DZXMASTER/Book-Tracker

- Built a responsive book-tracking app using React, TypeScript, & Tailwind CSS, improving navigation by 40% & reducing bounce rates by 20% through optimized UI/UX & state management
- Constructed Firebase Authentication for secure user data storage, ensuring 100% login success
- Debugged & deployed via GitHub (Git CI/CD) & Vercel, reducing setup/deployment time by 15%

**Sketch Motion (In Development)**                                    Dec 2024 - Present
https://github.com/UccelloLibero/Sketch-Motion

- Leading frontend development in a cross-functional collaboration to create an intuitive web app for animated drawings
- Designing the frontend UI and functionality aspect using React.js & Node.js, while expanding expertise in backend architecture and AI-driven animation models
- Tech stack includes React.js, Node.js (frontend), Python (Flask/Django), Konva.js (Drawing), GreenSock/GSAP (Animation), TensorFlow/PyTorch (AI Drawing/Animation), OpenPose/YOLO (object/motion recognition), GANs (auto-animation)

**Dungeons & Dragons Online Session Web App Interface (In Development)**     Jan 2025 - Present

- Building a real-time D&D UI platform to streamline sessions with interactive character sheets, battle maps, and private Dungeon Master campaign management using Next.js, SSR, & Firebase
- Prototyped a lightweight battle-sequence module using Python to explore alternative implementations
- Using Figma to create UI/UX designs for improved usability, accessibility, and user engagement
- Integrating Apollo Client & YouTube API for efficient data fetching and music playback

## Education

**University of Central Florida**                                     Aug 2017 - May 2021
**Bachelor of Science** | Mechanical Engineering
GPA: 3.72