

# DANIEL GEA

Frontend Developer

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## Profile

Frontend Developer with an HCI/UX background, building accessible and scalable web applications with React, Next.js, and TypeScript. Focused on headless architectures, reusable component systems, and accessibility best practices (WCAG/ARIA). Committed to understanding systems end-to-end and applying solid engineering practices for maintainable software.

*Problem-solving · Adaptability · Taking initiative · Attention to detail*

## Technical Skills

**Frameworks / Libraries:** React, Next.js, Astro, Alpine.js

**Languages:** TypeScript, JavaScript, HTML

**Styling:** CSS, Tailwind CSS, Sass/SCSS

**APIs & Data:** REST, GraphQL

**Testing:** Vitest, React Testing Library

**Tools:** Git, npm, Claude, Figma, Storybook, Zod

**Practices:** Web accessibility (WCAG, ARIA), responsive design, agentic development workflows

## Professional Experience

**Frontend Developer** | abss interactive

Apr 2025 – Present

Vienna, Austria

- Developed a drag-and-drop media library integrated into a custom CMS (Laravel/Inertia + React) for use by non-technical clients.
- Built a reusable React component library, packaged as a private npm module and consumed across multiple client projects.
- Designed a headless frontend architecture on top of a Laravel backend, with dynamic routing and multilanguage support using next-intl.
- Built URL-driven filtering and pagination for search interfaces, ensuring a persisting state.
- Integrated authentication flows using REST API.
- Added testing with Vitest for core utilities, reducing regressions during refactors.
- Designed components and flows with an accessibility-first approach, covering semantics, color contrast, keyboard navigation, ARIA attributes, and screen reader compatibility.

## Education

**Master’s in Interactive Multimedia** | University of Porto

2022 – 2024

Specialized in frontend development and UX design within HCI, focusing on research-driven, agile projects. Additionally, experienced in user-centered design, prototyping, generative art, sound design, VR, and interactive multimedia.

**Bachelor’s in Information Science (Web specialization)** | University of Granada

2018 – 2022

Studies in web information and protocols, information architecture, metadata, and information retrieval.

## Selected Projects & Publications

- **Best Thesis APDC 2025** — Accessibility system translating environments into sound to support autonomous navigation for visually impaired users.
- **Research Paper, SoniHED Conference 2025 (Stockholm)** — Sonification method encoding semantic and spatial properties of objects, tested in a Virtual Reality environment.
- **Open Minds: Creative Innovation Lab | MTF Labs | Umea, Sweden** — Collaborated on an EU-funded accessibility project, prototyping solutions in teams of 6 using a physical computing toolkit and a design thinking methodology. Designed an application in Figma and a physical prototype during a 5-day sprint.

## Languages

English (C1) · German (B2) · Spanish (Native) · Portuguese (C1)