

Start every day with

WEBDEV
SERVICES

an exciting project

FRANK'S

ORIGINAL
WEBDEV
SERVICES

- EST. 1981 -

A legacy dating back even before Macromedia Flash was the coolest thing online, Internet Explorer was the worst, and through the rise and fall of JQuery, while everyone was friends with Tom from MySpace.

Today, Frank is committed to the craft of web development and design like a true shokunin, pursuing the highly technical art of turning ideas into reality for both fun and profit.

Contact

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MORE FROM
FRANK'S:

PRINT
DESIGNS

Get your logo, graphic profile, business cards, brochures, posters, T-shirts and more!

FRANK'S

ORIGINAL

WEBDEV SERVICES

WHOLESALE
FULL
STACK
FROM SERVER
TO SCREEN

CLOUDY APPS WITH
VANILLA FLAVORED
JAVASCRIPT

WRAPPED IN A NICE
AND RESPONSIVE
FRONTEND

TREAT YOURSELF WITH
A FAST AND SECURE
BACKEND



FREE
GAMES
INSIDE

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BEST BEFORE:

08-07-2044



FRANK'S

ORIGINAL
WEBDEV
SERVICES

Ingredients:
Frontend development,
backend development,
graphic design, UX, UI,
copywriting, social
media marketing,
domain management,
print production.
May contain trace
amounts of gamedev
aspirations.

Developer facts

Strengths

Ideas and problem solving
JavaScript and NodeJS
Vector art design
Creative writing
Cloudflare development
Event planning

Interests

Arduino & Raspberry Pi
Godot game development
Low-poly 3D in Blender
Retro games
Interactive fiction
Making and crafting
Critical Role, Dropout TV

Avoiding

Wordpress
React
Regular sleep cycle

Produced in Uppsala, Sweden



FRANK'S

★ ★ RESUME ★ ★

FRANK ODBRATT

Senior web developer and designer

I'm a very creative and productive person with a lot of interests and hobbies. I curate a long list of projects that I want to make, and take pride in making quality products.

As a developer, I am primarily a craftsman. A Maker rather than a Manager, driven by a passion for building good and meaningful things, and solving problems through engineering.

I specialize in building web apps and sites from the ground up, as I enjoy all aspects of web development and the whole process from idea to launch.

Beyond programming, I also take interest in both design and marketing, caring for all aspects of how a product is perceived and used. I enjoy optimizing for humans, machines, and businesses alike.

While I'm able to design many sorts of styles and themes for different projects, I have found that the simple, colorful and expressive style of this resume is the one I enjoy the most.



HISTORY

I've gone from being a Flash developer, to 20+ years of PHP and MySQL, to now working exclusively with JavaScript and Node on Cloudflare's servers.

From all my practice and experience, I've settled on a custom tech stack which I prefer to build my projects on, allowing control and flexibility for both simplicity and scale.

As a self-taught developer, I've spent a lot of time studying best practices rather than chasing trends.

CAREER GOALS

I essentially have three ambitions in life:

1. Mastering the skills needed in order to quickly go from idea to release with different apps and games.
2. Improving life stability by building sustainable products and long-term projects.
3. Escaping the "rat race" and avoiding burnout, with more free time and less stressful deadlines.

★ ★ RECIPE ★ ★

MAKING AN APP THE FRANK WAY

Impress your friends and family!

Ingredients

- Just enough HTML
- Equal parts CSS
- Plenty of JavaScript
- Optional SQLite tables
- Graphics of your choice
- Fonts to your liking
- Texts according to taste

Process

Combine all the frontend items, mix well with the HTML, CSS and JavaScript in an editor like Pulsar. Crop and season the images in Affinity Designer or the whatever you have. Add database bindings and work until smooth. Pour the mix into Lapine Web Engine (this is where the magic happens) and cook until you have a nice Cloudflare Worker with a crisp PWA surface. Keep on medium heat to avoid burnout. Back it up on GitHub, and serve on desktop for seated users, as an app to-go for mobile devices, or freshly wrapped for web browsers. Bon appetite, as Jason Fried would say!

Preparations

First, spend around two decades learning everything you can about all the requirements for making functional, useful, secure and optimized websites. Then, arrange a complete development workflow for building, testing and deploying to all relevant platforms.

