Wiredcraft

Company introduction

Who we are

Wiredcraft is a digital product agency.

Our **30+ experts in NYC, Berlin and Shanghai** think, design, build & ship enterprise-grade Web and mobile products.

What we do

Strategy & Product

Before there is even an idea or a product, we help teams assess the situation and shape a plan for where they want to go.

UI & UX Design

Through product design, user interviews and user testing, we design user experiences and interfaces that work.

Web & mobile development

We build, launch and maintain products through and through, from front-ends (Web, iOS and Android) to backends.

DevOps

We build and maintain scalable, secure and automated infrastructures that support millions of users.

Data Visualization & Big data

We make sense of large scale data, collecting billions of data points and creating insightful visualizations.
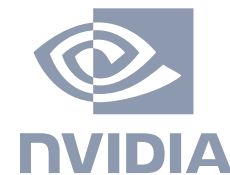
APIs & Micro-services

Using Node.js, Python & Golang, we build secure and scalable backends relying on micro-services and APIs.

Our clients

With **over 100 clients**, our team has worked with startups, non-profits and Fortune 500 companies, from **Apple** and **Starbucks** to the **World Bank** and the **United Nations**.

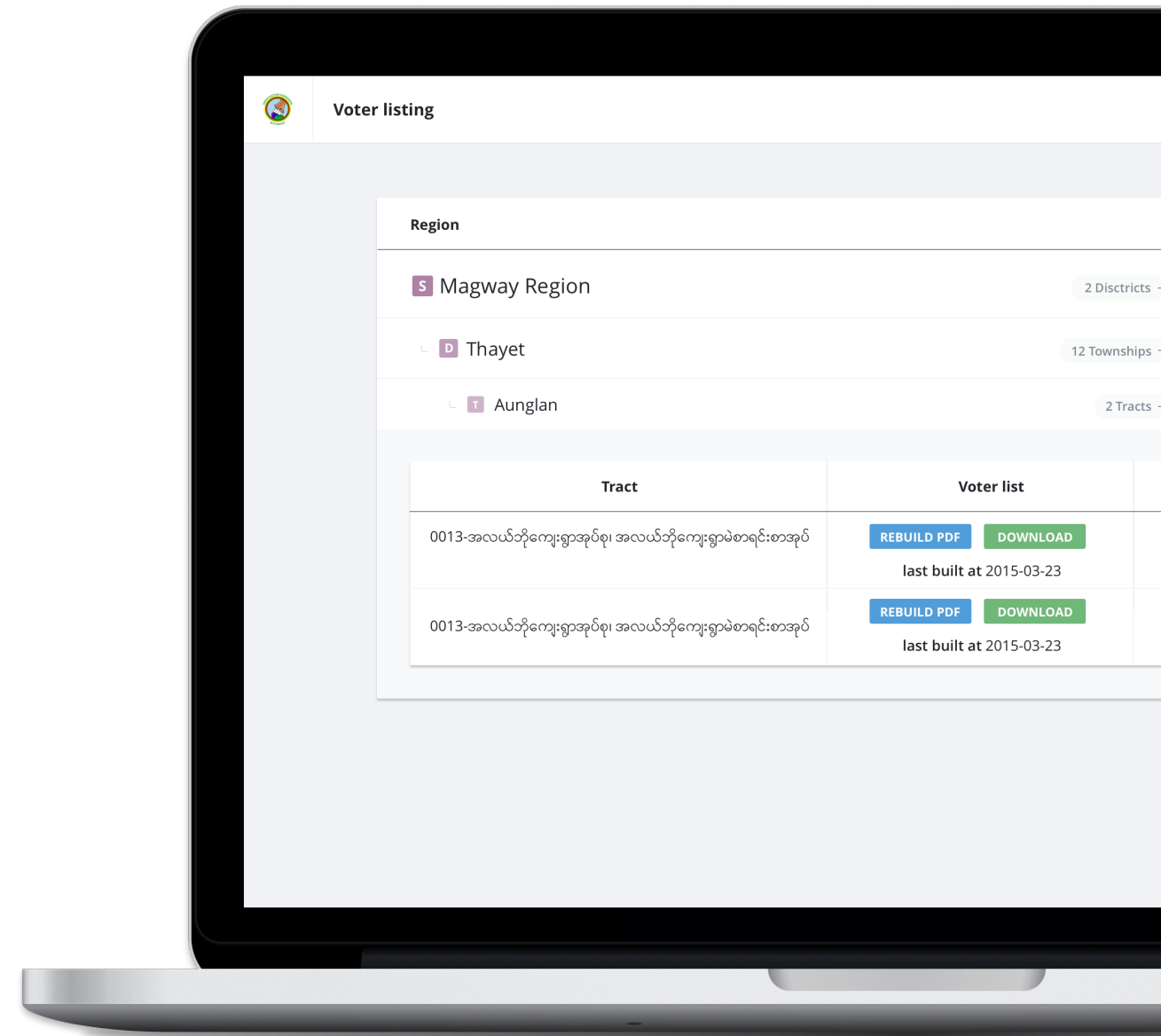*"Wiredcraft helped grow our business better & faster than ever before."*

Florian Bohnert
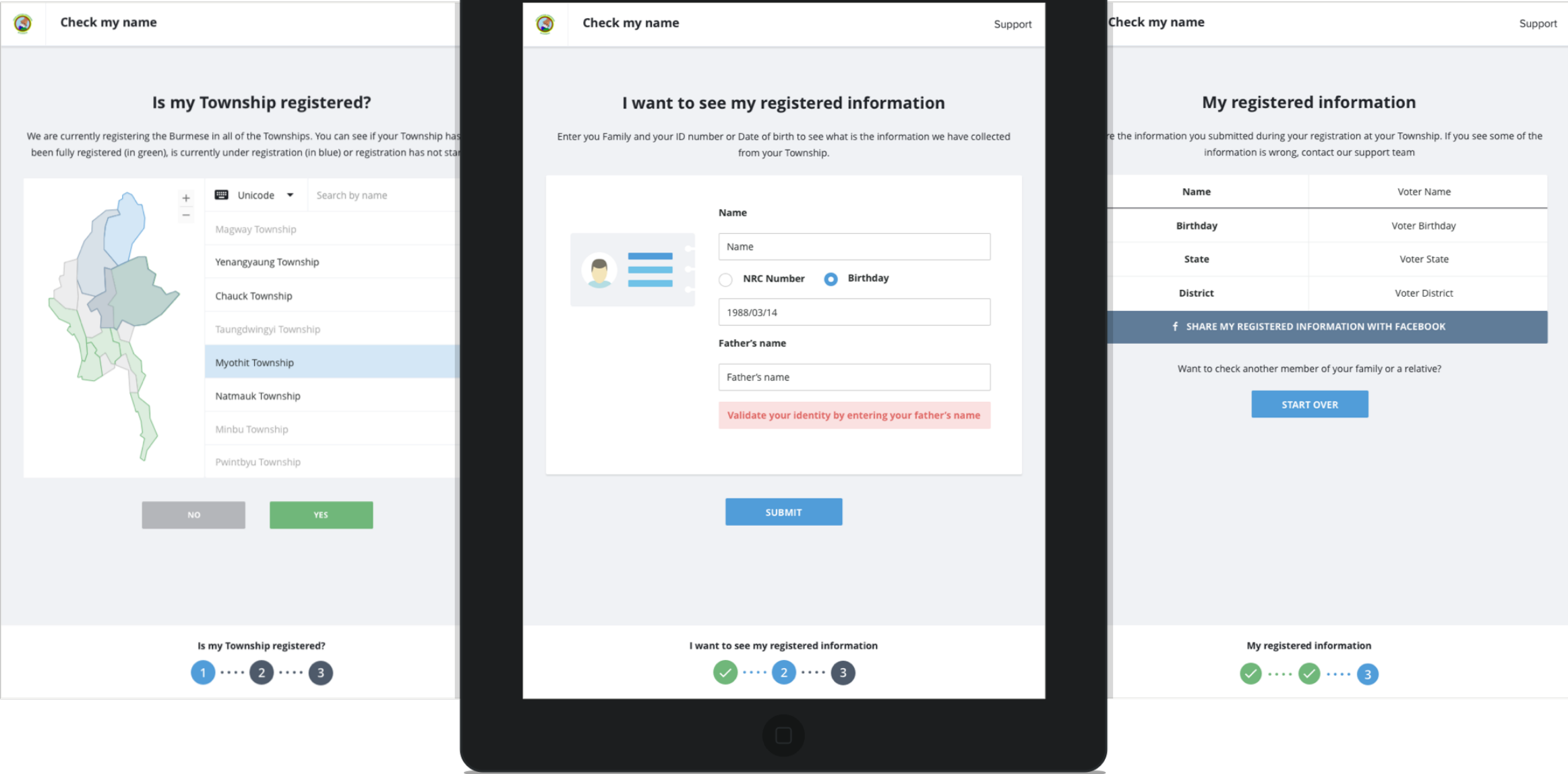Director at StartupGrind

Case Study
The Myanmar elections

Working with USAID, IFES and the Myanmar Union Election Commission, our team built the software that successfully ran the first democratic elections in Myanmar in over 20 years, from the registration of over 35 million voters to publishing the results.
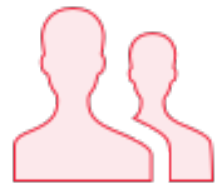
Case Study

The Myanmar elections

The Myanmar elections

35M+

voters in 323 townships

7.6M+

successful amendments

- All apps are fully responsive and bilingual, offering both English and Myanmar languages, and feature multiple data visualizations built with Mapbox, Chartist.js and D3.js.
- Biggest IT project ever done in Myanmar language.

More about it

- How Wiredcraft helped register 35m voters across Myanmar
- Opening the Myanmar election registration with an open API

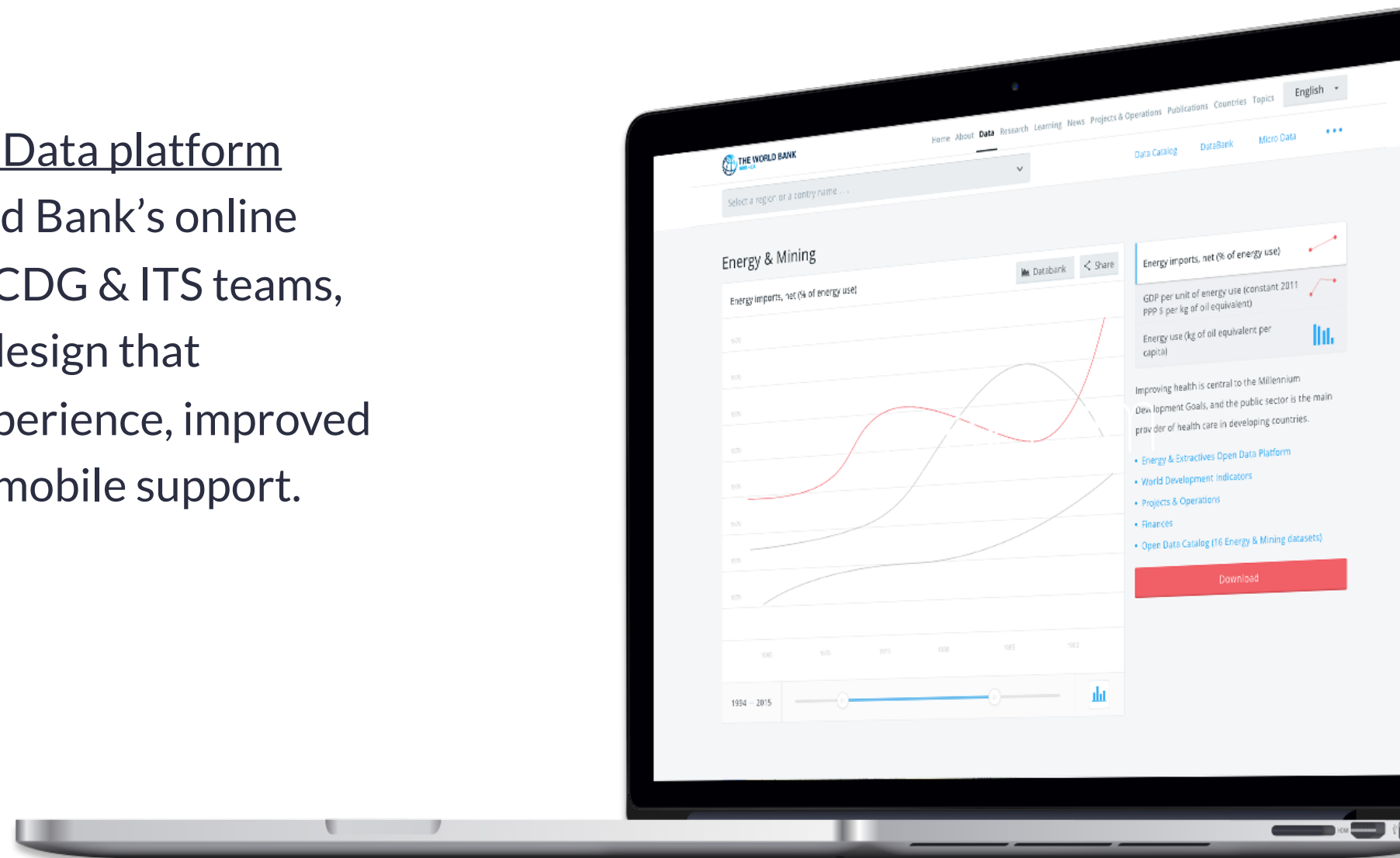> " *Wiredcraft was the key factor in our success through thick and thin.* "

Thomas Chanussot
Software Architect at IFES
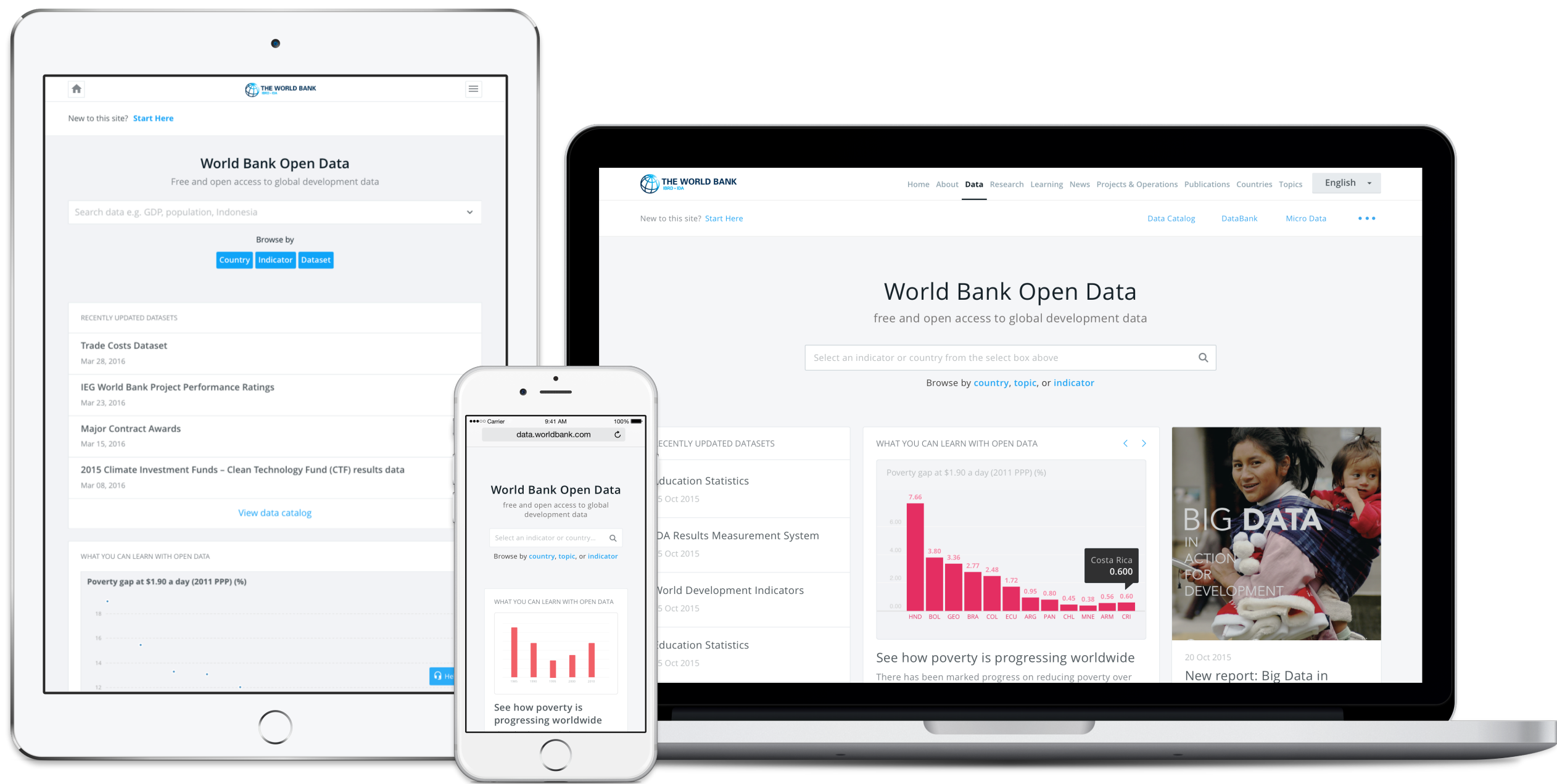
Case Study

The World Bank

Launched in 2010, the <u>Open Data platform</u> accounts for half of the World Bank's online traffic. Working with the DECDG & ITS teams, we led a human centered redesign that rethought the entire user experience, improved the performance and added mobile support.
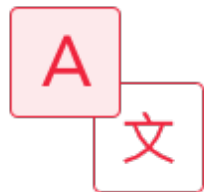
THE WORLD BANK
IBRD • IDA | WORLD BANK GROUP

Case Study
The World Bank

The World Bank

- Responsive web app using react+redux with JavaScript and SCSS for styling
- Simple backend data API using Falcor to optimize data fetching.
- Using Python for the Data pipeline

15,000+
indicators

20+
languages

More about it

- Relaunching the World Bank open data platform with react and node.js
- Building the World Bank data site as a fast-loading, single-page app with code splitting

> *I'm basking in the awesomeness of the new platform.*

Tariq Khokhar
Data Scientist at The World Bank

The World Resources Institute

Working closely with the Aqueduct team and their partners, we designed and implemented the Global Flood Analyzer, a platform which measures river flood impacts by urban damage, affected GDP, and affected population at the country, state, and river basin scale across the globe.

WORLD
RESOURCES
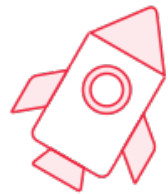INSTITUTE

Case Study
The World Resources Institute

The World Resources Institute

2,800
countries, states & water basins

2,500%
increase in calculation speed

- Global hydrological and hydraulic modeling
- Extreme value statistics
- Inundation modelling
- Impact modeling
- Estimation of "annual expected impacts"
- Future flood risk projections

More about it
- The Aqueduct Global Flood Analyzer tool
- A look at Texas' flooding with the WRI Flood Analyzer

"Wiredcraft is the best team we've ever worked with!"

Tianyi Luo
Research Analyst at WRI

And many others...

Apple

We built a business intelligence platform for Apple to better understand their manufacturing activity in China.

Starbucks

We design, develop and maintain all of Starbucks digital products in China, including Web, mobile & backend apps.

CNN

We helped design, build and scale the infrastructure supporting the millions of users for what is now travel.cnn.com.

The United Nations

We collaborated several times with the UN, more recently building the online registration platform for the Libyan elections.

Electronic Arts

Working with PopCap Games, we designed and help build a social network for Asian players of all of their titles.
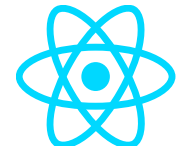
Nvidia

Working with Nvidia, we launched several platforms, including their online developers community; the Nvidia Developer Zone.

Technology

We're <u>Open Source</u> advocates, and while we regularly update our technical chops, there are a few tools and languages we regularly work with…
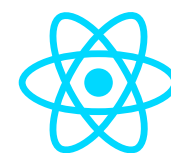
Mobile development

We tend to write iOS apps in **Swift** and Android with **Kotlin**. We also sometimes recommend **React Native**.
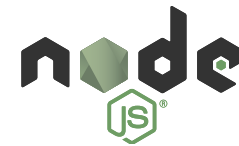
Front-end development

React is our go-to framework, with **D3.js** and **Mapbox** for data visualization. We sometimes use **AngularJS** too.

Technology

Backend development

We often use **Node.js**, **Python** and **Golang**, depending on the constraints and needs of the app; security, speed, compatiblity...
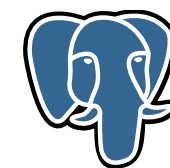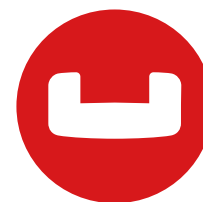
DevOps

We use **Ansible** for automation and configuration management, **Docker** for containerization and **Zabbix** for monitoring.

Databases

Depending on the needs (speed, map-reduce...), we use **Redis**, **CouchDB** or **CouchBase**. For GIS, we use **PostgreSQL**.

Get in touch

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