Daniel Ascher

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https://github.com/ascherd001 | https://www.linkedin.com/in/daniel-ascher/
https://ascherd001.github.io/PortfolioDraft001/

SKILLS

Languages: Javascript/ECMAScript6, MySQL, MongoDB
Operating Systems: Windows, OSX, iOS
Web Development: HTML (including HTML5), Javascript (including ES6), CSS (including CSS3), Bootstrap, JQuery, NodeJS, Express, Handlebars, ReactJS, Firebase, Google Libraries
Database: MySQL Server, MySQL Database, MySQL Workbench
Development Tools: Visual Studio (and VSCode), Sublime Text
Unit Testing: Mocha, Chai, Nightmare.js
Experience with Adobe Creative Cloud and MS Office 2016

EXPERIENCE

Delivery Expert at Dominos Pizza   8/2015 - 8/2017

Best Buy   9/2012 - 10/2013
Consultation Agent
    Set up and configuration for desktop and mobile PC, Apple, and Android devices.
    Consultation for diagnosis and resolution of Hardware and Software related issues, deployment and repair operating systems, and perform data backup and recovery procedures.
    Problem solving and provide creative solutions as well as lateral thinking, excellent documentation, and research of complex technical issues.
    Able to meet designated deadlines, prioritize daily tasks, and multitask while providing real-time documentation and ticketing.

Explore Beyond School   May 2008-Dec 2010
Director of Technology
    Developed original creative curriculum for instructors and students.
    Hands on experience with Adobe Creative Cloud, as well as Game Maker 8, and Adobe Flash.
    Network Administrator with Active Directory experience. Diagnosed and resolved network and printer issues along with login accounts add/remove rights to user accounts, drop/add workstations from domain, as well as password resets.
    Teaching based services for ages 7-17 utilizing technology learning and computer classes.

Projects
Aficionado   September 2017
    Worked as Project Lead on a team of 4 students. The application utilizes the Rijksmuseum API in order to allow users to search and access over 200,000 art masterpieces from the Dutch national museum.
    Involved in the design from start to finish, including spearheading the initial proposal.
    Responsible for overall design, password encryption and user authentication for database storage and retrieval, text to speech API integration, as well as Javascript drop-down menus and HTML5 Canvas animations.
    Implemented a working test server on Heroku with minimal documentation, using technologies such as Node.js, npm, and MySQL.

Travel Bear   July 2017
    Worked as Project Lead on a team of 4 students. The application incorporates Google Maps API, Eventful API, Weather Underground API, Zomato API, Firebase, and Moment.js in order to allow the user to search by city for Hotels, Events, Food, and Weather for the area.
    Responsible for all google maps integration and customization, as well as dynamic marker locations based on API call data.
    Ensured fully responsive design for desktop and mobile devices.

Animated RPG Puzzle Game   June 2017

      Worked solo as a personal project utilizing HTML, CSS, and Javascript to incorporate spritesheet animations into a point-and-click math based puzzle game.

      Designed to be fully responsive for desktop and mobile devices, it features a custom play/pause feature for the background music.

EDUCATION

University of North Carolina, Charlotte, Charlotte, NC   June 2017 - November 2017
    UNC Charlotte Coding Bootcamp - Javascript Full Stack Web Development

Central Piedmont Community College, Charlotte, NC   2007 - 2009
    Associate in Arts Simulation and Game Development GPA: 4.0
AWARDS:
CPCC Dean's List   Fall 2007-Spring 2009
SGD Student Excellence Certificate in Acknowledgement of Outstanding Achievement.