

# Dana E. Cronin

Lake Mary, FL | Phone: (304) 494-4713 | Email: [decronintech@gmail.com](mailto:decronintech@gmail.com) | Portfolio: <https://decronin.github.io>  
LinkedIn: <https://www.linkedin.com/in/dana-cronin-7623a5130> | GitHub: <https://github.com/DECronin>

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## Full Stack Web Developer

Multidisciplinary full stack web developer with mathematics, graphic design, and business development background. Proficiency in JavaScript, HTML5, CSS, React.js, SQL, Adobe Acrobat Pro DC, Databases, Heroku, Git, Node.js, Cheerio.js, Cypress, Microsoft Office Suite, Graphics Editing Software and responsive libraries. Highly motivated innovative professional experienced in full stack project development, project management and team coordination. Outstanding problem-solving skills with a passion for generating work that exceeds the expectations of the client. Adept from prototype to implementation; ability to comprehensively remain focused on the client's mission. Positioned well to provide unique perspectives on end-user interactions for websites' flow and logic by leveraging my expertise in liaison organization communications by applying elasticity to fresh concepts.

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## Technical Skills

**Languages:** JavaScript, CSS, Java, HTML5, SQL, JSON

**Frameworks:** React.js, Node, Bootstrap, Materialize, Cheerio.js, Express, Glide.js, ESLint, Handlebars, Socket.io

**Databases & ORM:** MySQL, Sequelize, Mongo, Mongoose, Firebase, JawsDB (Heroku Add-On)

**Other:** Heroku, Git, Bash, Microsoft Office Suite, PaintTool Sai, Gimp, Photoshop, jQuery, SCSS, Cypress, Parallax

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## Projects

**Empty Kitchen** - [Live Demo](#) | [GitHub Repo](#)

2019– 2020

*Full-stack web app taking in user's list of available ingredients to provide relevant recipes and tutorials.*

- Led a team of two in creating a full-stack web app that uses Spoonacular and YouTube APIs to search and relay data for the user according to their entered preferences.
- Tools used: HTML5, CSS, JavaScript, jQuery, Express, mentioned APIs, Glide.js, Materialize and Firebase.

**Cypher-Text** - [Live Demo](#) | [GitHub Repo](#)

2019– 2020

*Full-stack web game taking inspiration from "Codenames" to play with multi-player rooms on any device.*

- Led a three-person team in designing an easy-to-navigate platform to play this game. One option would be for all players in the same physical room to join the room on a smart-television to display the agent-view while the two team's chosen key-masters control the board and clues' display from a phone, tablet or laptop using the key-master view. Another option would be for players interacting online only (potentially with communicational aid from phones, discord, skype, zoom or other preferences).
  - Tools used: Node.JS, Express, MySQL, Sequelize, HTML5, CSS, Bootstrap, JavaScript, jQuery, Handlebars, Socket.io, dotenv module, ESLint, Heroku and JawsDB.
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## EXPERIENCE

**EFH Consulting**

**Business Development Assistant**

Lake Mary, FL

2017 – 2020

Assisted the Director of Business Development to create proposals, presentations, data and technical research, marketing platforms and advertising programs. Liaised between business owners and departmental consultants.

### KEY ACHIEVEMENTS:

- Created PowerPoint presentations and presented at training conferences
  - Research and data analysis for complex legal cases for computer gaming developer
  - Developed PowerPoint and Video Presentations for Expert Witness trial testimony; created evidence books
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## EDUCATION

**University of Central Florida (UCF)**

2019 - 2020

**UCF Coding Boot Camp Full Stack Web Development Program | 25.0 CEU**

Graduated top of class in UCF's intensive program focused on gaining technical coding & programming skills for web development in HTML5, JavaScript, CSS, Node.js, React.js, SQL, Git, Databases, including exploration strategies for such as APIs, Packages, Frameworks and Documentation.

**Seminole State College of Florida**

2016 – 2017

Mathematics candidate