Daniel M. Sweetman

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Education

Rochester Institute of Technology - B.S. Software Engineering

Experience

INTUIT, MOUNTAIN VIEW, CA   MAY 2017 - AUG 2017

Worked as a front-end web developer on QuickBooks using React. Created beautiful components with full functional, automation and integration tests to 100% test coverage. These new components will be used to replace legacy versions of their respective outdated dojo counterparts and are compatible with Android and iOS mobile operating systems. I also worked on a large amount of bug fixes that improved rendering speed, positioning, and helped lessen exceptions within the core product.

TOOLS: JavaScript, React, VS Code, GIT, Jira, Confluence

SOLEO COMMUNICATIONS, ROCHESTER, NY   JUN 2015 - DEC 2015, MAY 2016 - AUG 2016

Back-end Java Spring on an internal web application, which included databases and system architecture refactoring. Also built a demo iOS app using an API for local business searching. Then did full stack iOS work on an application derived from the previous application. Mainly worked on iOS but also worked a bit in Android Studio on the back end of the Android version.

TOOLS: Swift 3, Java, Spring, PostgreSQL, Xcode, Eclipse, GIT, CocoaPods, BaseCamp

Projects

SOLEO IOS APP/ HAYSTACK

Created a demo Swift iOS application that connected to an API to display local businesses based on a category or keyword. Haystack is the redesign of the original app that I previously worked on. I worked on the UI update of the whole app, and worked on adding a map search with custom list view of the businesses searched. This app is currently on the app store and google play store under the name Trusted Listing

TOOLS: Swift 3, Xcode, PostgreSQL, GIT, CocoaPods

SWIFTY METRICS

A Swift Package and CocoaPod to help capture app, class, and function metrics like time to run and memory usage for non-Xcode users. I built this for myself to use in my performance engineering class. I found myself using the same metric functions and wanted to make my future projects easier to start and wanted to it a package for everyone to use.

TOOLS: Swift 4, Xcode, GIT

DEV FORTRESS

An independent study project, that was a game inspired by our Secure Software professor where there are different teams all in a company who are trying to mitigate risks and other challenges thrown at them. I personally worked on the back-end and helped with creating the API for the game.

TOOLS: JavaScript, React, VS Code, GIT, Zube

INTERVIEW PLAYGROUND

A swift playground that has a bunch of past interview questions that I have gotten over the past few years from a handful of companies. I wanted to help out students who haven't had a lot of interview experience get a feel for a variety of coding challenges that might be brought up.

TOOLS: Swift 3, Xcode Playgrounds, GIT

Professional Experience

Advertising Chair - Humans vs. Zombies	Aug 2017 - Present
Historian - Society of Software Engineers	Jan 2016 - Present
Technology Head - Society of Software Engineers	Aug 2016 - Jan 2017