

Daniel Pierce IV

Dallas, TX | 567-228-0008 | Daniel.Pierce.IV@gmail.com | <http://daniel-pierce-iv.com>

PROFESSIONAL SKILLS

Laravel, Javascript, PHP, MySQL, Linux, Docker, Git, Agile, C#, Unity

WORK EXPERIENCE

*Robert Half Technology (Project – Wall Street Systems Inc.), **Software Developer***

Nov 2016 – Jan 2018, *Mantua, OH*

- Set up Atlassian team management software: Jira Software, Confluence and Bitbucket using a mix of Linux/Windows while providing instruction for team members to increase team productivity.
- Integrated Laravel into existing solution for ease of development, while maintaining project documentation.
- Utilized Docker to implement development and production environments.
- *Skills Utilized: Laravel, PHP, MySQL, Docker, Git, SASS*

*Robert Half Technology (Project – Industry Weapon), **Docker Engineer***

Aug 2017 – Oct 2017, *Pittsburgh, PA*

- Responsible for the development of Docker images on internal suite of hardware platforms.
- Converted legacy production virtual machine to Docker environment.
- Crafted numerous build scripts for ease of integration with other projects.
- Analyzed legacy code to retroactively create documentation.
- *Skills Utilized: Docker, Linux, Shell Scripting, Git, Agile*

*Confidence Analytics, **Full Stack Web Developer***

Oct 2016 – Apr 2017, *Redmond, WA*

- Created and maintained integral pieces of the company-wide customer management system.
- Organized daily SCRUM meetings with the development team.
- Maintained our legacy system while fixing bugs and adding needed features.
- Designed the database structure of our application to 3NF standards.
- Developed the REST API for all customer information processing.
- Utilized Docker to implement testing / production environment for use with existing architecture.
- *Skills Utilized: HTML, CSS, JavaScript, PHP, MySQL, Laravel, Docker, Git*

PROJECTS

Daemon <https://github.com/daniel-pierce-iv/daemon>

Multiplayer monster-battling game using web sockets and JavaScript (currently in development)

- Used web socket technology to develop real-time player-versus-player battles
- Ensured game can be played on practically any device by adhering to responsive design techniques
- Designed database structure for the storing of persistent player data
- *Skills Utilized: JavaScript, Phaser, Node.js, Express.js, Socket.io, MySQL, Git*

Forecast <https://github.com/daniel-pierce-iv/forecast>

Seven day weather forecast app that displays information based on user location.

- Used responsive design for wide-ranging device compatibility
- Interaction with 2 external APIs for the retrieval of location specific weather information
- *Skills Utilized: HTML, CSS, JavaScript, jQuery*

MEDIA

<https://github.com/daniel-pierce-iv>