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Daniel Hopper

DEVELOPER | SIGNER | AT LARGE

proficiencies

Languages: C, C++, Racket, Go, Java, Clojure, Javascript, Coffeescript, CSS, Stylus, SASS, HTML

Frameworks/Libraries: AngularJS, Handlebars.js, jQuery, Backbone.js, Meteor.js, c3.js

Datastores: mongoDB, MySQL

Familiar with: Unix, bash/zsh, Xcode, Git, MVC, MEAN

experience

Polar

Sept 2014 - Present

Software Engineer: Customer Success Team

- Developed client-side **Javascript** for inserting responsive and dynamic native ad placements onto publisher sites such as Forbes, Washington Post, and Bloomberg, using **jQuery** and the MediaVoice plugin
- Worked on, maintained, and deployed cross platform web-apps powered by **Cordova/Phonegap** for various publishers, using Android and iOS SDKs

side-projects

Point Tracker

- **Meteor** app that keeps track of a "Co-op Point" system from a previous internship. Used **Handlebars**, **mongoDB**, **c3.js**

polar.me

- Complete overhaul of the Polar landing page. Mobile-first, responsive, with custom implementation of **CSS** animations.

ChamberCrawler3000

- Roguelike text-based game written in **C++** in a group of 2. Utilizes core **OOP** concepts and design patterns.

education

University of Waterloo (Waterloo, ON)

Sept 2013 – Jun 2018
(expected)

2B Honours Computer Science, Co-op
Software Engineering Option, Management Studies Minor

danielhopper.github.io