Daniel Kruse

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• https://danielmkruse.github.io/DanielKrusePortfolio/

SUMMARY

Computer Scientist with an unyielding passion for systems and technology. Strongly values organization, integrity, quality assurance, and a job well done. Prepared to embrace the competition and display healthy interaction and collaboration with coworkers. Avails strong flexibility and will adapt to the ever-changing work environment.

CERTIFICATIONS

IBM Full Stack Software Developer - Professional Certificate

A series of 10 courses on various Application Development and Cloud technologies. Coursework includes deploying several applications on cloud, developing AI applications, and delivering a Software as a Service (SaaS) solution using Cloud Native methodologies.

SKILLS

Desktop Programming: Java, C#, Python, C++, Rust, Command Line, PowerShell, Batch Script.

Web Programming and Front-End Frameworks: Angular, React, Svelte, HTML, CSS, JavaScript, Typescript, PHP.

Database and Back-End: Relational (MySQL), Non-Relational (NoSQL), node.js, Express, Flask, XML, JSON.

Version Control Systems: Git, GitHub, Bash.

Miscellaneous: DevOps, CI/CD, Containers, Docker, Kubernetes, OpenShift, Django ORM, Bootstrap, Microservices, Serverless.

8 years of personal and educated experience with programming applications across several fields. Understanding of healthy project management, software architecture, development cycles, deployment pipelines, automation practices, big data engineering, public cloud services, quality assurance, and security practices.

EDUCATION

Bachelor of Science Degree in Computer Science
Aug '21 - Mar '23

Rasmussen University | Eagan

Enrollment GPA of 3.87, Dean's List for 5 Quarters, Honor Roll for 2 Quarters

Associate of Applied Science Degree in Software Development
Aug '18 - Dec '20

Dakota County Technical College | Rosemount

President's List for 2 Semesters

COMMUNITY PROJECTS

Video Game Reverse-Engineering and Modifications

De-compiled and reverse engineered several video games to better understand their functions. Developed and published various, non-infringing modifications to video games. Some processes involved a custom set of terminal commands and a Code Extension API. Repetitive tasks, such as commands and file-managing, were automated using batch scripts and front-end programs. A major sub-achievement was the creation of a disk image patching program.

Data-Driven JSON Editor

A JSON file editor, written in C# and .NET and developed using Visual Studio, which allows users to manage the order of stages to be played in the Rolled Out video game. A full directory scan of existing stages is invoked, and the information for all stages is stored into a cache JSON file for quick reference. Other features of this project include fully-compatible importing and exporting of JSON files, drag-and-drop order changing, and UUID value generation.