

# Daniel Kruse

krusemdaniel@gmail.com | (651) 508-0162 | Inver Grove Heights, MN

<https://danielmkruse.github.io/DanielKrusePortfolio/>

<https://www.linkedin.com/in/daniel-kruse-101968281/>

## Summary

Full-Stack Software Developer with 9 years of personal and educated experience developing applications with extensive knowledge of professional guidelines and collaboration. Seeking an entry-level role that incorporates enterprise-level software solutions and provides healthy communication and fulfillment.

## Skills

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

**Web:** Angular, React, Svelte, HTML, CSS, JavaScript, Typescript, PHP.

**Database:** SQL, SQL Server, NoSQL, node.js, Express, Flask, XML, JSON.

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

## Certifications

### **IBM Full Stack Software Developer - Professional Certificate**

Dec 2023 - Feb 2024

- Developed cloud-native AI applications using both front-end and frame-end frameworks.
- Delivered Software as a Service (SaaS) solutions using cloud native methodologies.
- Deployed several applications to cloud services such as IBM Cloud.

## Education

### **Bachelor of Science, Computer Science**

Aug 2021 - Mar 2023

Rasmussen University, Eagan

### **Associate of Applied Science, Software Development**

Aug 2018 - Dec 2020

Dakota County Technical College, Rosemount

## Projects

### **Angular Portfolio**

- Written and published a portfolio using the Angular framework.
- Utilized components and subcomponents to eliminate code redundancy.
- Emphasized the use of CSS and imagery to enhance the presentation of the portfolio.

### **Data-Driven JSON Editor**

- Programmed a data-driven desktop application in C# and .NET which reads and writes JSON files specifically for the video game *Rolled Out*.
- Implemented full directory scanning, storage caching, and UUID value generation.

### **Video Game Development and Testing**

- Developed and published various, non-profit recreations and modifications of games.
- Automated terminal commands and file management to create an ISO patcher.
- Tested development builds of a game ported to multiple platforms and provided critical feedback regarding issues.