

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 collaboration with coworkers. Avails strong flexibility and will adapt to the ever-changing work environments.

SKILLS

Full-Stack Application Developer

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

Web Applications and Frameworks: HTML, CSS, JavaScript, Typescript, PHP, Svelte, Angular, React.

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

Version Control Systems: Git, Bash, GitHub

Educated and personal 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

Rolled Out Course Editor

A special JSON file editor which allows users to manage the order of stages to be played in the Rolled Out 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.

Mario Kart Shuffle

A modification to the *Mario Kart Wii* game which makes quality-of-life changes and adds more content. Most of development involved a custom set of Windows commands (Wiimm's ISO Tools) and a Code Extension API (LE-CODE). I was able to automate repetitive tasks, such as commands and file managing, using batch scripts and Java. A major achievement of the project was the implementation of a disk image patcher.