

# Daniel Steele - Full Stack Developer

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<https://danielsteele.dev>

## EDUCATION

<b>University of Plymouth</b> <i>Bachelor of Science in Computer Science</i>	Plymouth, UK <i>Sept. 2021 – Jun. 2024</i>
<b>South Devon College</b> <i>BTEC Extended Diploma in Computer Science</i>	Paignton, UK <i>Sept. 2019 – July 2021</i>
<b>South Devon College</b> <i>BTEC Diploma in Computer Science</i>	Paignton, UK <i>Sept. 2018 – July 2019</i>

## EXPERIENCE

<b>WordPress Developer - Short Work Experience</b> <i>Falcon Digital</i>	Feb. 2022 – April 2022 <i>Newton Abbot, UK</i>
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- Developed WordPress websites for local businesses across the south west.

## PROJECTS

<b>Skycompass</b>   <i>MongoDB, ExpressJS, React, NodeJS, JavaScript, Figma</i>	Dec 2023 – April 2024
<ul style="list-style-type: none"><li>Developed a full-stack web application to track weather patterns using OpenWeatherMap and Open-Meteo's free API's.</li><li>Features include a multiple layers of data such as global precipitation, temperature levels and wind patterns.</li><li>Users can focus in on any location on the planet to receive up-to-date weather data.</li><li>Automatically updates once every three hours, with a core forecast feature to update every 15 minutes.</li></ul>	
<b>TravelTracker.io</b>   <i>MongoDB, ExpressJS, React, NodeJS, JavaScript, Git, Figma, MaterialUI</i>	Ongoing Project
<ul style="list-style-type: none"><li>Developed a full stack web application for users to track their holiday memories.</li><li>Users interact with a 3D map interface to track holiday destinations.</li><li>Features include ability to add photos and descriptions of each trip, a photo book, holiday suggestions and the ability to share data with family and friends.</li><li>Accounts fully implemented, with data being stored using MongoDB and encrypted with Bcrypt hashing.</li></ul>	
<b>Developer Portfolio</b>   <i>JavaScript, React, ExpressJS, NodeJS, MaterialUI, Git, Figma</i>	May 2024
<ul style="list-style-type: none"><li>Developed a front-end web application to showcase my work online.</li><li>Personal website, available at <a href="https://danielsteele.dev">https://danielsteele.dev</a>.</li><li>Fully responsive with animation, hosted using GitHub pages.</li><li>Features all projects mentioned, plus a select few extra.</li></ul>	
<b>EarthSim</b>   <i>C++, OpenGL, GLSL, ASSIMP, GLFW, GLAD, GLM</i>	November 2023 - January 2024
<ul style="list-style-type: none"><li>Designed and implemented realistic Earth and Moon models, complete with rotational dynamics and orbital motion in a fully 3D environment.</li><li>Used OpenGL and GLSL for rendering, with ASSIMP for model loading and GLM for movement and animation of the scene.</li><li>Programmed custom camera controls for exploration of the simulation.</li></ul>	
<b>Knights Adventure - Dungeon Crawler CMD game</b>   <i>C++</i>	September 2023 - December 2023
<ul style="list-style-type: none"><li>Developed by me to to practice my core C++ skills, and for fun.</li><li>Knights adventure is a command line game I created, featuring rooms, treasures and secrets. There is only one real route to the end, but a plethora of ways to lose health and die.</li><li>It also features a shop, and a gold collection system.</li></ul>	

## TECHNICAL SKILLS

**Languages:** HTML/CSS, JavaScript, C/C++, OpenGL, SQL, MongoDB  
**Frameworks:** React, NodeJS, ExpressJS, WordPress  
**Developer Tools:** Git, VS Code, Visual Studio, Figma  
**Libraries:** MaterialUI, LeafletJS, Mapbox API, Bcrypt encryption