

Daniel Steele - Full Stack Developer

Graduate Full Stack Developer looking for opportunities in the South West/remote in the UK

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EDUCATION

University of Plymouth

Bachelor of Science in Computer Science

Plymouth, UK

Sept. 2021 – Jun. 2024

South Devon College

BTEC Extended Diploma in Computer Science

Paignton, UK

Sept. 2019 – July 2021

South Devon College

BTEC Diploma in Computer Science

Paignton, UK

Sept. 2018 – July 2019

EXPERIENCE

WordPress Developer - Short Work Experience

Falcon Digital

Feb. 2022 – April 2022

Newton Abbot, UK

- Developed WordPress websites for local businesses across the south west.

PROJECTS

Skycompass | MongoDB, ExpressJS, React, NodeJS, JavaScript, Figma

Dec 2023 – April 2024

- Developed a full-stack web application to track weather patterns using OpenWeatherMap and Open-Meteo's free API's.
- Features include a multiple layers of data such as global precipitation, temperature levels and wind patterns.
- Users can focus in on any location on the planet to receive up-to-date weather data.
- Automatically updates once every three hours, with a core forecast feature to update every 15 minutes.

TravelTracker.io | MongoDB, ExpressJS, React, NodeJS, JavaScript, Git, Figma, MaterialUI

Ongoing Project

- Developed a full stack web application for users to track their holiday memories.
- Users interact with a 3D map interface to track holiday destinations.
- 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.
- Accounts fully implemented, with data being stored using MongoDB and encrypted with Bcrypt hashing.

Developer Portfolio | JavaScript, React, ExpressJS, NodeJS, MaterialUI, Git, Figma

May 2024

- Developed a front-end web application to showcase my work online.
- Personal website, available at <https://danielsteele.dev>.
- Fully responsive with animation, hosted using GitHub pages.
- Features all projects mentioned, plus a select few extra.

EarthSim | C++, OpenGL, GLSL, ASSIMP, GLFW, GLAD, GLM

November 2023 - January 2024

- Designed and implemented realistic Earth and Moon models, complete with rotational dynamics and orbital motion in a fully 3D environment.
- Used OpenGL and GLSL for rendering, with ASSIMP for model loading and GLM for movement and animation of the scene.
- Programmed custom camera controls for exploration of the simulation.

Knights Adventure - Dungeon Crawler CMD game | C++

September 2023 - December 2023

- Developed by me to to practice my core C++ skills, and for fun.
- 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.
- It also features a shop, and a gold collection system.

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