

Daniel Steele - Full Stack Developer

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EDUCATION

Plymouth University

Bachelor of Science (Hons) in Computer Science

Plymouth, UK

Sept. 2021 – Jul. 2024

EXPERIENCE

WordPress Developer Intern

Falcon Digital

Feb. 2023 – April 2023

Newton Abbot, UK

- Developed and maintained WordPress websites for local businesses, enhancing online presence and user engagement.
- Collaborated with clients to gather requirements and provide customized website solutions.
- Implemented SEO best practices and responsive design to optimize site performance.

PROJECTS

SkyCompass (Full Stack Web Application) | *Technologies: JavaScript, NodeJS, MongoDB, Git, Figma*

- Built a weather tracking web application integrating OpenWeatherMap and Open-Meteo APIs.
- Displayed multi-layered weather data, including precipitation, temperature, and wind patterns.
- Enabled real-time data updates and interactive location-based weather forecasts.

FocusDev (Project Management Application) | *Technologies: JavaScript, React, NodeJS, MongoDB, Git, Figma*

- Designed a productivity tool featuring notes, a calendar, upcoming events, GitHub commit graph with accounts connection, weather forecast and a reusable code snippet tool.
- Developed authentication and user account functionality using MongoDB.
- Potential for project to go live after development is complete.

TravelTracker.io (Full Stack Web Application) | *Technologies: JavaScript, React, NodeJS, MongoDB, Git, Figma*

- Created an interactive travel journal allowing users to track trips via a 3D map interface.
- Users interact with a 3D map interface to track holiday destinations.
- Developed features for photo uploads, trip descriptions, holiday suggestions, and social sharing.
- Implemented secure user authentication and accounts system with encrypted data storage.

Developer Portfolio (Personal Website) | *Technologies: JavaScript, React, Git, Figma*

- Built a modern, visually engaging portfolio website showcasing my front-end development skills and projects.
- Optimized performance for fast load times and mobile responsiveness, ensuring accessibility across all devices.
- Implemented smooth animations, interactive UI components, and dynamic content loading to enhance user experience.
- Hosted on GitHub Pages with continuous updates and improvements.

Earth Sim | *C++, OpenGL, GLSL*

- 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.

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, C/C++, OpenGL, SQL, MongoDB

Frameworks & Libraries: React, NodeJS, ExpressJS, WordPress, MaterialUI, LeafletJS, Mapbox API

Developer Tools: Git, VS Code, Visual Studio, Figma

Other Skills: Front-End Development, Interactive UI/UX Design, REST API Integration, Responsive Web Design, SEO Optimization, Authentication & Security(Bcrypt)