Daniel Steele - Frontend Developer

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EDUCATION

University of Plymouth   Plymouth, UK
Bachelor of Science (Hons) in Computer Science   *Sept 2021 - July 2024*

EXPERIENCE

WordPress Developer Intern   Feb - April 2023
Falcon Digital   *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.

PERSONAL PROJECTS

AudioStats (Spotify Statistics Dashboard) | *Technologies: TypeScript, ReactJS. NodeJS, MongoDB, Git, Figma*

- In progress web application where users can view data/graph insights based on their Spotify listening history.
- Implementing accounts system using MongoDB to collect and store user data.
- Integrating OAuth 2.0 to securely authenticate and fetch user data.

Orbit Productivity Tracker | *Technologies: Typescript, React, LocalStorage, Vite, Git, Figma*

- Built a feature-rich productivity tracker with drag-and-drop reordering, multi-board support, dynamic routing and Local-storage persistence.
- Optimized performance for fast load times and mobile responsiveness, ensuring accessibility across all devices.
- Deployed publicly on Vercel with an active user base. Continuously iterating with UI/UX improvements.

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

- Developed a productivity tool for developers, featuring notes, quick-links, upcoming events, GitHub statistics, a reusable code snippet tool with more in the works.
- Developed authentication and user account functionality using MongoDB.

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

- Designed and built a modern, visually engaging portfolio website to showcase front-end development skills and projects.
- Refactored the site with TypeScript, React, and Vite to improve performance, maintainability, and modular code structure.
- Achieved 1.1k+ monthly visitors through effective SEO optimization and clean metadata practices.
- Implemented smooth and interactive UI components with dynamic content loading to enhance user experience. Hosted via vercel with continuous enhancements.

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 and Databases:JavaScript, TypeScript, HTML, CSS, C++, MongoDB
Frameworks & Libraries:React, Node.js, Express.js, ShadCN, Mantine UI, React DnD, WebGL, LeafletJS, WordPress
Tools and Platforms:Git, GitHub, Vite, Vercel, VS Code, Visual Studio, Figma
Core Competencies:Front-End Development, Full-Stack Development, UI/UX Design, REST API Integration,
Responsive Design, SEO Optimization, Authentication (Bcrypt), Deployment (Vercel)