

Daniel Gardner

Full Stack Software Engineer / User Experience Designer

Kansas City, Missouri | 816-797-5232 | Dannygardnercg@gmail.com

<https://www.linkedin.com/in/dannygardner/>

<https://github.com/DannyGardner2>

I am a software engineer, with a background in Graphic Design.
If I don't know how to do something, I can easily adapt and learn new skills. I love to surprise people by showing them new things they didn't know were possible.

SKILLS

- Programming skills: HTML/CSS/Javascript/Python/NodeJS, MySQL, RESTful API's
- Frameworks: React, Django
- Graphic Design: Adobe Photoshop, Blender 3D
- Tools: VSCode

RELEVANT EXPERIENCE

Software Engineering Immersive | General Assembly | Remote | December 2021 – March 2022

Successfully completed 500+ hours of expert led instruction in HTML, CSS, Javascript, React, and hands-on learning of fundamentals and the industry's most in demand technologies. Developed projects, including:

- Modpack Finder: <https://github.com/DannyGardner2/MPF-frontend>
- 2048: Game built using Javascript. <https://git.generalassembly.ly/DannyGardner/2048>
- Free to play games: <https://github.com/DannyGardner2/Project2>

Assistant Manager | Quiktrip | Kansas City | June 2009 - July 2021

- Managed part-time employees on a daily basis, delegating tasks and following up on work completed.
- Completing administrative tasks while also doing other tasks related to operation.
- Time management was very important
- Was required to be self-driven. Was the only manager on my shift.

EDUCATION

General Assembly | Software Engineering Immersive | Remote