

Daniel Lancaster

San Francisco Bay Area, California

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GitHub: <https://github.com/Dapper-Dan> Portfolio: <https://dapper-dan.github.io/portfolio/>

SKILLS JavaScript, Ruby, Rails, Express.js, AWS, Node.js, React, Redux, HTML5, CSS, SQL, Git

PROJECTS

Valor (JavaScript, React, HTML Canvas)

<https://dapper-dan.github.io/Valor/> | <https://github.com/Dapper-Dan/Valor>

A Top-down roguelike dungeon crawler video game built entirely with React and JavaScript in under 7 days.

- Created fluid character and environment animation via the use of HTML Canvas, JavaScript's requestAnimationFrame, sprite sheets, and photo editing software.
- Implemented dynamic enemy npc movement using a modified A* algorithm for pathfinding.

AudioCloud (Javascript, Ruby, Ruby on Rails, React, Amazon S3)

<https://dapper-dan.github.io/AudioCloud/> | <https://github.com/Dapper-Dan/AudioCloud>

An audio streaming platform and music sharing social media website built with React, Ruby on Rails, and Ruby.

- Combined vanilla JavaScript and HTML Canvas to create a custom interactive and responsive audio waveform visualizer that is unique to each song. The appearance is calculated by using DOM and event properties.
- Created fully functional audio and image uploading and storage via Amazon S3. Uploading and displaying speed was optimized by using Rails ActiveStorage to directly link to S3.
- Trending songs and artists are displayed based on a total of users' likes. An average performance of $O(n \log n)$ was achieved for sorting through media by utilizing quicksort algorithms.

Loot (MongoDB, Express.js, React, Node.js)

<https://www.lootncraft.net/> | <https://github.com/Brittany-Hasty/loot>

A video game database consisting of user contributed in-game item recipes. With a team, the site was created in 7 days using JS, Express, Node, and MongoDB.

- Ensured accurate and consistent data manipulation by coupling Express's routing with Mongoose's versatile schema handling and Validation middleware.
- Utilized Passport middleware with JSON web tokens to create flexible user authentication.

EXPERIENCE

I.A.T.S.E

San Francisco, California

Team Lead / Stagehand / Aerial Rigger

August 2016 – May 2020

- Led and worked in cross-functional teams varying from 4 to 300 people to build live productions such as film, tv, sports, and live music.
- Conducted coordination between road production, venue management, and my own team to assure production was on time, efficient, and safe.

Green Tortoise Hostel and Adventure Travel

San Francisco, California

Manager/ I.T.

February 2011 - August 2016

- Analyzed booking statistics and set price points and availability accordingly while acquiring new 3rd party partnerships to add to our diverse and sizable booking system.
- Produced promotional content and led our team in managing our social media accounts to increase the business's outreach.
- Assisted I.T. in maintaining the company's wireless and computer network.

EDUCATION

App Academy

San Francisco, California

Web Development (Ruby on Rails and JavaScript)

February 2020- June 2020

California State University Chico

Chico, California

Mechanical Engineering

August 2008- June 2010