DANIEL ABBOTT
FULL STACK DEVELOPER

✉ danielabbott@daniel-abbott.com
🌐 www.daniel-abbott.com
📞 3852165115
📍 Magna, UT
in daniel-abbott-dev
⌨ daniel-abbott

Skills

FULL STACK DEVELOPER

JavaScript
HTML
CSS
React
Redux
Node.js
Express
REST
GraphQL
SQLite
PostgreSQL
MongoDB
Python
Django
Mocha
Chai
Jest
LESS
Webpack
Deployment
Continuous Integration

Education

Lambda School
Jan. 2018 to June 2018

• 6+ month Computer Science & Software Engineering Academy
• Immersive hands-on curriculum with a focus on computer science, software engineering, and web development.
• Course work: HTML/CSS/JS, React, Redux, Node, Express, MongoDB, Python, Django, SQL, C.
• Hands-on experience with client and server testing.

About Me

I am a full-stack developer who enjoys learning new technologies and building solutions. I am experienced with technologies like HTML5/CSS3/JS, React, Redux, Node.js, Express, MongoDB, Python, Django and SQL. I am also experienced with test-driven development (Jest, Mocha, Chai), Agile methodology, Git workflow, deployment, and continuous integration. Additionally, I'm interested in game and software development, both in using existing solutions such as Unreal Engine 4 and Godot, as well as lower-level frameworks and languages such as SDL and C/C++. Lastly, I possess strong technical troubleshooting and communication skills.

Projects

Quizzer
Sept. 2018 to Oct. 2018

- A simple web application for teachers to create quizzes and distribute them quickly to students via email.
- This app uses React for front-end user interaction, Django on the back-end, PostgreSQL for the database, and GraphQL for the majority of API calls.
- Implements continuous integration through Codeship to allow automatic testing and deployment to Heroku.
- Building this project involved learning to use GraphQL queries and mutations, as well as researching and implementing existing libraries (Apollo Client and Graphene) to make best use of GraphQL.

ShooterGameProject
May 2018 to Current

- Top down, 2D twin-stick shooter, being built in the Godot engine using the built-in GDScript language (similar to Python).
- Implements lighting and shadowmapping to accentuate levels, as well as provide a line-of-sight visualization system.
- Primarily serves as a project to learn the fundamentals of game design and development.

Employment

Lambda School
Remote
Teaching Assistant
July 2018 to Sept. 2018

- Three-month contract position managing groups of between 8 - 24 students.
- Assisted students with assignment questions and technical issues.
- Led stand-up meetings.
- Led individual one-on-one discussions.
- Reviewed pull requests.

NetflixCS
Salt Lake City, UT
Tier Two Technical Escalations
May 2015 to Dec. 2017

- Took technical escalation calls from customer service sites around the world.
- Investigated streaming and billing issues, and measured impact to the customer as well as the product.
- Performed in-depth investigations and documented all findings and troubleshooting steps attempted in JIRA issue tracking software.