

# Daniel Stark

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Portfolio: <https://danielstark.dev> | GitHub: <https://github.com/Revivedaniel>

## SUMMARY

Software Engineer entering the Video Game and Media Production Industry. Earned a certificate in Full Stack Web Development from UCI Bootcamps. Great Leadership and public speaking skills. Works excellently with teams small and large. Driven to learn new and better coding skills. Recreational Video Developer and Game Sound Designer.

## TECHNICAL SKILLS

**Languages:** HTML 5, CSS 3, JavaScript ES6+, Typescript, SQL, NoSQL, jQuery, JSX, Git, C#

**Applications:** GitHub, MySQL, MongoDB, .NET, Unity, VSCode

**Tools:** NodeJS, Express, Handlebars, Axios, BCrypt, React, Next.js, Keystone, JWT

## PROJECTS

### Midnight Motorsports | [github.com/Revivedaniel/midnightmotorsports-next](https://github.com/Revivedaniel/midnightmotorsports-next) | In Development

- Midnight Motorsports is an MERN stack auto part e-commerce website. This site utilizes Next.js framework for the frontend, Keystone for the backend, and MongoDB for the database. Midnight Motorsports is still being developed but the code is open source.
- **Responsibilities:** Backend, Database, Frontend
- **Languages:** HTML 5, CSS 3, JavaScript ES6+, Typescript, NoSQL
- **Tools:** NodeJS, Express, React/NextJS, Keystone, Apollo, GraphQL, Stripe

### Game Watch | [github.com/Revivedaniel/GameWatch](https://github.com/Revivedaniel/GameWatch) | [gamewatch.reviews/](https://gamewatch.reviews/)

- Game Watch is a proof of concept video game review website. This project was built using handlebars as the view engine, Express for the REST API, and Sequelize for the data modeling. This site is purely an MVP concept project and the real site is being developed using the MERN stack.
- **Responsibilities:** Backend, Database, Frontend JavaScript
- **Languages:** HTML 5, CSS 3, JavaScript ES6+, SQL
- **Tools:** NodeJS, Express, Handlebars, Axios, BCrypt

### E-Sports Roast | [github.com/Revivedaniel/ESportsRoast](https://github.com/Revivedaniel/ESportsRoast) | [revivedaniel.github.io/ESportsRoast/](https://revivedaniel.github.io/ESportsRoast/)

- ESports Roast is a proof of concept Esports social site designed for user submitted videos to be roasted by the community. This is a static website created as my first project during the UCI coding bootcamp.
- **Responsibilities:** Frontend JavaScript
- **Languages:** HTML 5, CSS 3, JavaScript ES6+
- **Tools:** Firebase

## EXPERIENCE

### Inventory Coordinator

Aug - 2021 – present

#### AER Technologies

Brea, CA

- Automated SDO purchasing, locator scrubbing, and backorder processing. Saving a total of 3 hours of work per day.
- Developed scripts to improve the efficiency of data entry into purchase order lines. Taking a 2.5 hour task and shrinking it to 20 seconds.

**Logistics Specialist**  
**AmerisourceBergen**

**June - 2018 – Nov - 2020**  
Brea, CA

- Trained and Lead a team to #1 in the company for Logistics Metrics in one month and maintained #1 for the entire duration leading the team.
- Increased the percentage of lines off the Automated Picking System by 15% in the span of 3 months.
- Successfully developed and implemented Data Dashboards to easily track metrics and improve the efficiency of the Logistics department.

**EDUCATION**

**Full Stack Web Development Certificate:**

University California, Irvine - 12/1/2021

A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.