

# Danny Jiang

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## About Me

My name is Danny Jiang, I'm a recent graduate at the University of Technology Sydney studied a *Bachelor of Science in Games Development*. I am a passionate developer looking to learn and grow as a software developer. I am eager to utilise my interpersonal, collaborative, and hard working skills from game development to software development. I have several team-based and individual projects, demonstrating my ability to learn quickly and efficiently to help finish on deadlines. I am looking to gain and improve my knowledge on software developer..

## Education

**University of Technology Sydney** — *Bachelor of Science in Games Development*

MARCH 2019 - JULY 2022

## Notable Projects

**SimpleBlogApp**— <https://simpleblogsite-two.vercel.app/>

- Created a blog app that can display posts.
- Create posts with images.
- Can edit multiple posts, required to post an image.
- Used next js with Tailwindcss to make the frontend.
- Used next js with firebase as a backend for storing files and data.

**AttributeCalculator**—<https://eldenringattributecalculator.vercel.app/>

- Created Elden Ring attribute calculator with NextJS, TailwindCSS and Typescript
- Add and Subtract attributes to see the changes in stats.
- Used next js with Tailwindcss to make the frontend.
- Used a simple json file to supply data to frontend.

**AnimeDB**— <https://animedatabase.vercel.app/>

- Created Anime database website with NextJS, TailwindCSS and Typescript.
- Can search for anime and get details on related franchises.
- Using kitsu.io API as a backend database to fetch anime data.

## Technical Skills

- Experience in HTML, CSS, Javascript, React, NextJS, TailwindCSS, C#
- Git, GitHub
- Rest API
- Unity, Unreal Engine

## Interest

- Motorcycles
- Games
- Emerging technologies in Front-end development
- Cloud computing
- 3D modelling
- Animation
- Badminton
- Travelling

## References

- Available on request.