

# Daniel Hyres

Software Engineer

## SUMMARY

Creative, detail-oriented, software engineer seeking a position that is both challenging and interesting while allowing me the opportunity to learn, innovate, and broaden my skills as an engineer. I have a proven professional track record and look to transition into a full-time engineering role.

## WORK EXPERIENCE

### Software Engineer at 100devs, Los Angeles, CA

January 2022 — Present

- Collaborated with a team of developers to build modern and responsive web applications using best practices
- Worked with clients to develop pages for local business owners
- Built semantically structured full-stack web applications
- Applied agile methodologies like SCRUM for project management

#### Recent Projects:

[SocialAyy!](#) (Full-stack Web App) – A web app for users to share and upload their favorite photos. The app features local authentication and was built using MVC architecture with Node/Express, MongoDB, and EJS. It is currently hosted with Heroku

[The Achievement App](#) (Full-stack Web App) – This web app was built for gamers, by gamers. Users that have an existing Steam account can use this app to log in and keep track of the achievements they have obtained for each title in their game library through the dashboard. The Achievement App relies on the Steam Web API and the user's unique steam ID to populate the dashboard with games, achievements, and the associated icons and cover art. Authentication is provided through the Steam Open ID library.

**Other Projects:** [Local's Barber Shop](#), [Litchfield Stargazers Society](#) [APOD Web App with NASA API integration](#), [SaveTheSkatePark.com](#), [Family Guy Fan Quotes](#), and many more

### Project Engineer: City of Torrington Engineering Department | Torrington, CT

August 2017 — September 2022

Participated in a broad range of engineering services related to the design and construction of municipal transportation and roadway projects. Responsible for project design using AutoCAD Civil 3D, project estimation, project bidding, as well as construction coordination, and management.

### Project E.I.T: Inwood Consulting Engineers | Oviedo, FL

January 2016 — August 2017

As a member of the Roadway/Transportation department, I worked on developing and drafting roadway design plans using MicroStation SS4. I assisted in preparing bid proposals and worked closely with a team of engineers to meet deadlines and achieve a high level of QA and QC.

## CONTACT

407.636.1789

[danhyres@gmail.com](mailto:danhyres@gmail.com)

[Portfolio: WebDevDan.com](https://www.WebDevDan.com)

[GitHub Profile](#)

[LinkedIn](#)

[Twitter](#)

## SKILLS

HTML/CSS

JavaScript

Node.js

Express

MongoDB

Heroku

GitHub

MVC

OOP

API

VS-Code

## EDUCATION

University of  
Central Florida

Class of 2015

Bachelor of Science in  
Civil Engineering

### 100Devs

Software Engineering  
Training Program