

# Daniel Creppel

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Chino, CA

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

## Skills

JavaScript, Ruby, React, Redux, Ruby on Rails, Node.js, Express.js, Mongoose, MongoDB, HTML, CSS, SCSS, SQL, TDD, OOP, LEAN, Kanban, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS, Regex, C++

## Projects

### FoG

[live site](#) | [github](#)

JavaScript, React, Redux, Ruby on Rails, PostgreSQL, SCSS, AWS, Heroku, Webpack

*A full-stack application inspired by Steam, an online store for purchasing digital content like games and software.*

- Built a slider to allow users to easily navigate a collection of images by modifying CSS transform and translateX properties.
- Implemented a carousel to allow users to view a list of featured games by using React's state to store an index of a selected game, which can be changed with provided chevrons with event handlers attached to them.
- Allowed users to add, remove, or view items from their shopping cart by utilizing Ruby on Rails' built in modeler and controller to send or receive appropriate information based on which API route is used.

### Blox Beat

[live site](#) | [github](#)

JavaScript, React, Redux, Express.js, Node.js, MongoDB, Mongoose, SCSS, Heroku, Webpack

*A user friendly web app to allow people of all ages to easily create and edit music tracks.*

- Acted as back-end lead and handled all database and server related issues enabling the rest of the team to focus on building core front-end features.
- Created customized search functionality, using Mongoose and regex to query users by name and tracks by title.
- Implemented a voting system for tracks to allow users to either update or create their vote on a song, enabling users to popularize their favorite tracks.

### Slime Simulator

[live site](#) | [github](#)

JavaScript, Canvas API, SCSS, Webpack

*A game where you begin as a weak creature but can consume others to reach the top of the food chain.*

- Designed Wireframes and UMLs to visualize and organize how the game is built, allowing larger problems to be solved through smaller, more simple tasks
- Leveraged event listeners and Canvas API to convert arrow key input into X and Y movement in the game view.
- Created a view controller to render scenes based on the state of the game by using the browser's built in localStorage to store the state.

## Experience

**Software Engineering Intern** | June 2017 - August 2017

USC ITS

- Investigated how to integrate voice recognition services (eg. Alexa, Google, Cortana) into the USCMaps app, which resulted in documentation on how to implement voice recognition in other applications.
- Created a demo to show directions after receiving voice input, which allows users to easily navigate campus with voice commands.
- Learned the basic organizational structure of an IT department and the fundamentals of scrum methodology.

**Consultant** | January 2019 - December 2019

Expanded Rubber & Plastics

- Created a layout that centralized the client's inventory, resulting in at least a 10% increase in productivity.
- Devised an implementation plan to reclaim 80% of wasted space to allow the client to expand current departments and provide more accessibility throughout the workshop floor.
- Learned the importance of interpersonal communication within a team to allow for better transparency and productivity.

## Education

**App Academy** | Summer 2020 | San Francisco, CA

Immersive software development course with focus on full stack web development

**University of Southern California, Viterbi School of Engineering** | Winter 2019 | Los Angeles, CA

BS in Industrial Systems Engineering