Daniel Creppel

e: creppel@usc.edu 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, 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 clone of steam, an online store for purchasing digital content like games and software.

- Built a slider to neatly present a list of game's images and allow users to navigate by translating the list along the X axis. I achieved this by using CSS transform and translateX.
- Implemented a carousel to allow users to easily navigate a list of featured games. I used React's state to store the index of a selected game, and user's can change the selected game by using event handlers attached to left and right chevrons or the tabs below the carousel.
- Allow users to add, remove, or view items from their shopping cart. Using Ruby on Rails, I created a model to store the user's id and game id as a joins table in the PostgreSQL database. Additionally, I use three routes to manage the creation, deletion, and observation of cart items.

Blox Beat live site | github

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

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

- Acted as back-end lead and handled all backend related issues so the rest of the team could focus on building core front-end features.
- Created search functionality by using mongoose and regex to query users by name and tracks by title.
- Designed a voting system to allow users to upvote/downvote tracks by creating an instance of a vote (if a user does not already have one for a specific track) or by updating a current vote associated with that track.

Slime Simulator live site | github

JavaScript, Canvas API, SCSS, Webpack

Project Description

- Designed UMLs and Wireframes to visualize and organize how the game is built. This allowed me to break up a very large project into smaller bite sized pieces.
- Leveraged event listeners and Canvas to convert arrow key input into X and Y movement on the game board. The event listeners wait for arrow key input from a user. Then, I convert the input into delta X and delta Y values, which are used by Canvas to redraw an entity with the new XY coordinates.

Experience

Software Engineering Internship | 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 without touch input.

Student 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.
- Created 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.

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