Danial Ross

danialrossar@gmail.com ♦ +60 17-600-7178 ♦ Shah Alam, Selangor

WORK EXPERIENCE

Aspen Spectra

July. 2024 - Current

Kuala Lumpur, Malaysia

Software Engineer

- Developed responsive front-end features in React, closely following Figma design specifications and UX flows.
- Adapted web designs for mobile in Figma and created interactive prototypes to showcase user flow and functionality.
- Connected React front-end to RESTful APIs, enabling dynamic data interaction between client and server.

EDUCATION

Carleton University

June. 2023

Bachelor of Computer Science (BCS), Major in Computer Science

Ontario, Canada

SKILLS

Programming Languages & Frameworks: JavaScript/TypeScript, HTML, CSS, React.js, <u>Next.js</u>, Node.js and Nest.js. **Database Management**: Experienced with both relational (MySQL) and NoSQL (MongoDB) databases. **Tools**: Figma (UI design), Postman (API testing and debugging), GitHub (source code management)

SIDE PROJECTS

Car Showcase Website | Strada

Jan. 2025 – Mar 2025

https://stradamotors.vercel.app

- Designed an interactive UI/UX prototype in Figma to guide development and achieve accurate implementation, producing a visually consistent final product.
- Implemented the website using React.js and Next.js to deliver a responsive interface and achieve seamless compatibility across desktop and mobile devices.
- Integrated images and videos along with animations using Tailwind CSS to boost user engagement and ensure responsive, smooth interactions across devices.

Museum Art Website | The Agora

Nov. 2024 - Dec. 2024

https://the-agora.vercel.app

- Developed an art showcase website using React and Next.js, integrating the Art Institute of Chicago API to dynamically display and update artwork.
- Implemented search and browse functionality, allowing users to filter art pieces by artist or description for an intuitive exploration experience.
- Added high-resolution image download features to enhance user engagement and provide easy access to artwork for offline viewing