

Danial Ross

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Portfolio: <https://danialross.vercel.app>

GitHub: <https://github.com/danialross>

EDUCATION

Carleton University

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

June. 2023

Ottawa, ON

SKILLS

Programming Languages & Frameworks: JavaScript, Java, HTML, CSS, React, Node.js and Express.js.

Database Management: Experienced with both relational (MySQL) and NoSQL (MongoDB) databases.

Version Control Systems: Skilled in using Git and GitHub for source code management.

Testing Frameworks: Familiar with JUnit for writing and executing unit tests.

PROJECTS

Music Recommendation Website | *Full Stack Developer*

March 2024 - May 2024

- Developed a responsive front-end with React.js and Tailwind CSS for users to interact with, incorporating animations for enhanced engagement.
- Engineered a backend API that enables users to query the Spotify API for artist, track, and genre data, utilizing this data to dynamically generate personalized track recommendations.
- Utilized an Express middleware to validate user tokens, ensuring seamless and uninterrupted access to music recommendation features.

Portfolio Website | *Full Stack Developer*

Feb. 2024 – Mar. 2024

- Designed and developed a website using React and Tailwind CSS, incorporating dynamic animations for hover effects and interactive actions on button clicks to keep users engaged.
- Utilized Tailwind CSS to create responsive designs, ensuring compatibility across various devices, including phones and desktops.
- Implemented a Node.js/Express API to facilitate direct resume downloads, enhancing the site's functionality.

Online Store Website | *Full Stack Programmer*

Oct. 2023– Dec. 2023

- Built an e-commerce platform's front-end using React and JavaScript, complemented by a Node.js backend for managing account information and interfacing with fakestoreapi.com to retrieve item information.
- Employed bcrypt for hashing and verifying user passwords to enhance security in both storage and authentication processes.
- Implemented middleware to authenticate users by validating their JWT before processing any requests to ensure that the user possesses the necessary rights before executing the request.

Piraten Kapern Game Assignment | *Student Quality Assurance Tester*

Sept. 2022 – Dec. 2022

- Utilized Test Driven Development to create individual functions in Java to be used by the game logic of Piraten Kapern.
- Utilized Behavioral Driven Development in Java to translate the user's requirement of the Piraten Kapern game logic in plain English into executable and testable code.
- Constructed unit tests using JUnit Framework to check for the validity of individual functions.