Jonathan A. Daniels

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EDUCATION

University of Nevada Las Vegas B.S Computer Science (Cum Laude) Dec 2019

GPA: 3.7

Relevant Coursework: Calculus, Linear Algebra, Discrete Math, Data Structures & Algorithms

WORK EXPERIENCE

Software Engineer I

Mar 2020 — Present

MGM Resorts International

- Maintain and create features for a large-scale enterprise application, with 4.8 rating from over 180k users on the App Store, using Flutter
- Analyzed, discovered, and developed missing unit and golden tests, improving code coverage by 10%
- Practice Agile methodologies by attending daily stand-up meetings and planning development tasks for long-term road maps into sprints
- Developed a prototype application as a proof of concept written in Flutter, Spring Boot, and using Firebase
- Onboard new developers by walking them through the tools (GraphQL, Jira, Confluence, Github, Firebase) and best practices (Code Reviews, Effective coding style)

Student Network Technician

Mar 2017 — Mar 2020

UNLV Network Engineering

- Created CRUD website to parse PDFs and store over 2500 data items for the purpose of indexing and easy lookup; frontend written using **Angular 2+** and **Bootstrap**, backend written in **Node**, **Python**, and **Express**, utilized **MongoDB** and **Apache**
- Used **Python** to develop software to streamline inventory tracking, switch configuration, and port location tracking to ease maintenance of network supporting 30,000 users

PROJECTS

PrinciPreps Senior Design Project

Aug 2019 — Dec 2019

- Worked on a team of six people to build an AP Computer Science Principles test preparatory application using **Flutter**
- Second place winner in UNLV engineering Senior Design competition

UNLV ACM VP Engineering Lead

Aug 2018 — Dec 2019

- Implemented HTML, CSS and Bootstrap to create acm.cs.unlv.edu which provides basic student organization information
- Lead club members interested in contributing to the website by introducing them to the fundamentals of web development and version control