Daniel Walters

Software Engineer

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RELEVANT EXPERIENCE

Genero

Feb. 2022 – May 2023

Junior Software Engineer

JavaScript | TypeScript | HTML | CSS | SCSS | React | Next | Jest | Rust | MySQL | GraphQL | Node | PHP

- Worked as part of the product team to add new and maintain old platform features
- Worked with the marketing team to maintain, optimise, and add content to the marketing site.
 - o Developed multiple pages on www.genero.com
- Worked on DevOps features such as enforcing the company code style guide through an in-house ESLint plugin.
- Proactively identified, logged, and fixed bugs and issues both relating to core product functionality as well as technical debt
- Contributed to documentation for new features
- Converted parts of a legacy PHP server to the newer TypeScript codebase
- Followed designs and functional requirements 1:1 while ensuring any technical limitations were addressed and suitable solutions were found
- Considered mid-level by the company's software engineering career ladder

EDUCATION

Coder Academy

Mar. 2021 – Jan. 2022

Diploma of Information Technology

JavaScript | CSS | SCSS | HTML | React | Ruby | Ruby on rails | Jest | Node | Bash | SQL | MongoDB

- GPA of 6
- Coding bootcamp with a focus on full stack web development

PROJECTS

Advent of Code 2022

Go

https://github.com/daniel-walters/aoc2022go

 WIP <u>Advent of Code</u> solutions written in Go to learn the language

ChessViewer

JavaScript | TypeScript | Next | React | SCSS | CSS https://chess-viewer.netlify.app/

https://github.com/daniel-walters/chessviewer

- Custom built PGN (Chess notation) parser
- Displays moves on custom built chess UI

Bubble sort visualiser

JavaScript | TypeScript | Next | React | SCSS | CSS https://dsa-visuals.vercel.app

https://github.com/daniel-walters/dsa-visuals

 Visualisation of the bubble sort algorithm with playback controls and follow-along code.