

Daniel Cojocea

Junior Frontend Developer

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EDUCATION

Bachelor of Science (Honours) in
Computer Science
Trent University, Peterborough, ON
Sept 2018 – April 2022

COMPETENCIES

Java
C#
HTML5
CSS
SQL
PHP
JavaScript
jQuery
Bootstrap
React
Figma

RELEVANT EXPERIENCE

PROJECTS

Movie Ranker – Personal Project

danielcj2.github.io/movie-ranker-js/index.html

Description: Developed a Movie Ranker web application that engages movie enthusiasts in an interactive movie showdown experience. The project revolves around a 1v1-style movie comparison, where users have the power to influence movie rankings through their choices.

- Designed and implemented an algorithm that allows users to select a set of rounds.
- Employed PHP and SQL queries for one version of the application, facilitating efficient data updates and retrievals during the movie showdown process. Additionally, in the other version, utilized JavaScript and JSON for seamless data handling.
- Implemented CSS media queries to guarantee a consistent and immersive user experience across various devices.
- Deployed website on github.

Software Engineering Project

Trent University, Peterborough, ON

- Was part of a team of four that worked hand in hand in the planning, design, development, and execution of the project presented by the client.
- Built the user interface from scratch to reflect the Trent University theme.
- Streamlined the process of connecting users to project entries on the web application.
- Attended weekly meetings with the client to discuss the project scope.
- Attended weekly meetings with the team to report, delegate work and address existing or newfound issues.

React Guessing Game – Personal Project

github.com/danielcj2/vsidle-game

Description: Developed a dynamic and interactive web-based guessing game in React, drawing inspiration from the popular web game Wordle. The game offers multiple categories for players to choose from and provides them with a series of hints to guess the correct answer.

- Leveraged the power of React to build a robust and responsive user interface ensuring smooth interactions and efficient data handling.
- Crafted customized styles to give the game a visually appealing and user-friendly appearance.
- Utilized Bootstrap for additional layout components and responsive design elements.
- Designed and created custom icons for the game, converting them into SVG format for improved scalability and visual quality.
- Integrated a timer mechanism that resets the game and presents new challenges to users every 12 hours, increasing replay value and excitement.