Daniel Harrington

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SKILLS

Languages/Technologies:
Java • Kotlin • C++ • Python • SQL
MongoDB • Firebase • Git • GitHub
Android • AWS • PyQt5 • JavaFX
Steam Web API
Tools/IDEs:
Android Studio • Visual Studio • Eclipse
VS Code • IntelliJ IDEA • Atom • PuTTY
Trello • Riot.im • Discord
Soft Skills:
Teamwork • Communication • Critical
Thinking • Time Management • Creativity
Leadership • Organization • Writing

EDUCATION

BOROUGH OF MANHATTAN COMMUNITY COLLEGE
AS in Computer Science
Expected Dec 2020 | New York, NY
Cum. GPA: 3.9
National Society of Leadership and Success

PIMA COMMUNITY COLLEGE
Computer Information Systems
Cum./Maj. GPA: 3.3/3.8 | Tucson, AZ

LINKS

Github:// **danieledwardharrington**
LinkedIn:// **daniel-e-harrington**
Portfolio:// **https://danielharrington.dev/**

COURSEWORK

UNDERGRADUATE
Android Development
Data Structures and Algorithms
Advanced Programming Techniques
Object Oriented Programming
Database Design
Introductory Web Development
Fundamentals of Computer Systems

ACCOMPLISHMENTS

• Published app with 100+ downloads
• Won company sales competition six consecutive seasons
• Published collection of poetry and short stories
• Won several small professional and casual gaming tournaments

EXPERIENCE

START ENGLISH NOW | Software Development Intern
June 2019 – Sep 2019 | New York, NY
- Maintained native Android English learning app primarily using Kotlin and Android Studio, per the company style guidelines.
- Used custom, in-house APIs to modify code.
- Utilized Git and GitHub for version control and collaboration with remote developers.
- Implemented multiple feature updates and bug fixes to the app, then deployed to the Play Store after code reviews and internal testing.
- Attended and contributed to regular standup meetings with the CEO and development team via Riot.im and in coworking spaces.
- Managed user data as needed, using PuTTY and MongoDB.
- Assisted users with account recovery and ensured no personal information was left over when a user cancelled their subscription.
- Logged and managed all tasks via Trello and weekly reports to the CEO.

PROPER FOOD | Barista & Trainer
September 2018 – Current | New York, NY
- Carried out coffee and espresso drinks to the highest standard.
- Conducted transactions with guests and gave one-on-one attention to assist with allergies and dietary restrictions.
- Trained new staff per company guidelines.

CHOLON RESTAURANT CONCEPTS | Bartender & Trainer
August 2017 – June 2018 | Denver, CO
- Developed seasonal rotating cocktail list alongside bar staff.
- Delivered fine dining service to the highest standard, upholding the expectations for the top Denver restaurant of 2017.
- Managed bar inventory and mixed drinks for bar and dining room guests.
- Trained new hires and determined their progress throughout the training period.

PERSONAL PROJECTS

THE GAMING STATS PROJECT | Python Desktop GUI Application
Python GUI app to deliver stats about a gamer's Steam library. Built with VS Code, the Steam Web API to gather user information, beautiful soup web scraping to gather game information, PyQt5 for GUI elements, multiprocessing for performance improvements, multi-threading to maintain a responsive GUI, and Pyinstaller and Inno to deploy a user-friendly executable file and installer.

BETTER DAYS: A WELLNESS COMPANION | Android application
Simple Android application aimed as a companion to Cognitive Behavioral Therapy published on the Google Play Store. Delivers motivational quotes to the user throughout the day. The user selects the amount of notifications to receive per day, and the app distributes them among random times throughout the day.

UNTITLED BAR APP | Android application
Android application leveraging my previous experience as a bartender and my current experience as a developer to offer a variety of classic cocktail recipes and guides for proper cocktail tools, glassware, and technique. Additionally, the users can create and save their own cocktails, which are stored using Firebase.