Daniel Goncalves

Portfolio

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SUMMARY

Software Engineer striving to make the world a more unified and connected place, creative thinker, adept in software development and working with various data structures.

SKILLS

Languages: Python, Java, HTML, CSS, JavaScript, C, and Dart

Technologies: Flutter, Android, React.js, Redux, Three.js, Flask, and Git

Tools: GitHub, Bitbucket, Confluence, Jira, and VSCode

EXPERIENCE

RoleModels Enterprise

Remote

Software Developer Intern

Jul 2020 - Sep 2020

- Used Ruby on Rails framework to create user-friendly web pages.
- Implemented the redesign of 3 web pages.
- Removed redundant and unused CSS styles resulting in a 50% reduction
- Collaborated with other developers to identify and alleviate number of bugs and errors in software

SS&C Intralinks
Remote

Software Engineer Intern

Jun 2021 - Aug 2021

- Implemented new features using React.js, and Redux
- Built unit test cases using Jest/Enzymes
- Participated in software development using Agile/Scrum development process
- Collaborated with UI/UX designers and back end developers to build and improve web products

Personal Projects

Shoes E-commerce App

- Mobile application that that require users to login/register to shop for shoes
- Built with Flutter, Firebase, and Sneakers API

Movie Searcher Live Demo

- View the latest popular movies and search for your favorite movies
- Built with React.js, Bootstrap, CSS, and IMDb API

Zoom Automation

- Automation script that joins a zoom meeting
- Built using Python, Selenium, and Pyautogui

EDUCATION

University of Massachusetts - Boston

Boston, MA

Bachelor of Science in Computer Science;

Sep 2018 - May 2022

• Relevant Courses: Data Structures, Advanced Algorithms, Software Engineering, Mobile Applications, Computer Graphics, Theory of Computation, and Computer Ethics