# **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, Scala, and Dart

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

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

#### EXPERIENCE

## Ultimate Kronos Group (UKG)

Lowell, Ma

Software QA Engineer Intern
• Implemented 3 automation tests using Scala to reduce manual test coverage's

• Implemented 5 automation tests using scala to reduce mandal test cover

• Involved in test cases design, planing, and execution

• Performed regression testing to ensure stability of applications

SS&C Intralinks
Waltham, Ma

 $Software\ Engineer\ Intern$ 

Jun 2021 - Aug 2021

May 2022 - Aug 2022

- Implemented new features using React.js and Redux across multiple applications
- 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

Thing.TV Boston, Ma

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

#### 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

#### EDUCATION

## University of Massachusetts Boston

Boston, MA

Bachelor of Science in Computer Science;

Sep 2018 - Dec 2022

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