

TECHNICAL SKILLS

- **Front-End:**
 - JavaScript (ES6+), TypeScript
 - React (components, hooks, state management)
 - HTML5, CSS3, Responsive Design
 - Tailwind CSS, Sass
 - Flexbox, CSS Grid
- **Back-End & APIs:**
 - PHP (fundamentals, backend integration)
 - RESTful APIs
 - Asynchronous programming
 - API integration (Axios-style patterns)
- **Tools & Workflow:**
 - Git, GitHub
 - npm, VS Code, Chrome DevTools
 - Modern front-end workflows (Vite - learning & applying)
 - Version control & collaborative development

SOFT SKILLS

- Strong problem-solving and debugging skills
- UI/UX-focused mindset
- Collaborative and feedback-driven
- Clear written and verbal communication (English - B2+)
- Self-motivated, adaptable, and eager to learn

CERTIFICATIONS & CONTINUOUS LEARNING

- **Completed:** HTML5, CSS3, JavaScript (ES6+), TypeScript, Angular, PHP, MySQL, NoSQL, Java, Python, C, C++, C#, Swift
- **In Progress / Learning Projects:**
 - React + TypeScript Dashboard (Vite, Router, Form Validation)
 - Symfony Fundamentals API Project

EDUCATION

- Center Grove High School – Diploma 2017
- Supplemented by continuous self-directed software development, certifications, and real-world projects.

SUMMARY

Junior Front-End and Full-Stack Developer with 2+ years of hands-on experience building responsive, user-focused web applications using React, JavaScript (ES6+), and TypeScript. Strong foundation in UI/UX principles, RESTful API integration, and clean, maintainable code. Hands-on experience integrating front-end applications with PHP-based backends, with a clear focus on growing my expertise. Experienced working independently in a remote environment while collaborating effectively with distributed teams.

EXPERIENCE / PROJECTS

AI TIC-TAC-TOE – REACT, JAVASCRIPT, CSS

LIVE DEMO: [HTTPS://DANIELRAMOS-SOFTWAREDEVELOPMENT.GITHUB.IO/AI-TIC-TAC-TOE/](https://danielramos-softwaredevelopment.github.io/ai-tic-tac-toe/)

- Developed an interactive game using React functional components and hooks for state management.
- Implemented AI logic using the **Minimax algorithm** with multiple difficulty levels.
- Designed a clean, responsive UI with dynamic updates and user feedback.
- Applied modular, maintainable code structure following front-end best practices.
- Deployed using GitHub Pages with version-controlled workflow.

WEATHER APPLICATION – JAVASCRIPT, PHP, HTML, CSS, REST API

LIVE DEMO: [WEATHERAPP.INFINITYFREEAPP.COM](https://weatherapp.infinityfreeapp.com)

- Developed a full-stack weather application integrating the OpenWeatherMap REST API with a **PHP backend** for secure and reliable data fetching.
- Implemented asynchronous data fetching in JavaScript with robust **JSON parsing and error handling** for invalid cities, coordinates, and network issues.
- Displayed current weather conditions and 5-day forecasts dynamically using DOM manipulation.
- Designed responsive, modern, and user-friendly UI, with a minimalistic light-blue theme.
- Deployed publicly with Infinity Free and optimized for cross-device compatibility.

PERSONAL PORTFOLIO WEBSITE – HTML, TAILWIND CSS, JAVASCRIPT

LIVE DEMO: [HTTPS://DANIELRAMOS-SOFTWAREDEVELOPMENT.GITHUB.IO/WEBSITE/](https://danielramos-softwaredevelopment.github.io/website/)

- Engineered a responsive single-page portfolio to showcase front-end projects.
- Optimized for accessibility, cross-browser compatibility, and mobile-first design.
- Maintained clean layout and UI/UX-focused presentation.
- Managed deployment and updates using Git and GitHub Pages.

ANGULAR NOTES APP – ANGULAR, TYPESCRIPT, SCSS

- Developed a responsive notes management application using Angular components.
- Implemented CRUD functionality with persistent local storage.
- Applied TypeScript for type safety and maintainable application logic.
- Designed an intuitive UI using Angular Material and SCSS.

BRICK BREAKER – SWIFT, SPRITEKIT, XCODE (IOS & MACOS CATALYST)

- Implemented physics-based gameplay using SpriteKit and SKPhysicsBody.
- Designed adaptive input handling for touch and keyboard controls.
- Managed game states (start, pause, game over) with optimized update loops.
- Built modular, maintainable game architecture.