DANIEL IZQUIERDO FERNANDEZ

CONTACT

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BIO

I've been in love with technology since I can remember, but until recently, it had not been something I had pursued as a role.
I tried my luck with hospitality for a while, and although I always liked to cook, I soon learned that it was not for me. This is why, after doing a small course of programming in Spain, I decided to join GA and thus be able to gain skills directly related to a real and professional work environment in the development sector.
It has been a wonderful experience and I can not wait to put everything I have learned into practice and continue evolving on a personal and professional level in this industry.

KEY SKILLS

★★★★★ : JavaScript, jQuery, HTML5, CSS3, Bootstrap, EJS, PHP, Java, SASS, OOP, APIs
★★★★ : Angular.js, React.js, Express.js, Node.js, Bulma, MongoDB, MySQL
★★★ : GitHub, Mongoose, BlueBird, BCrypt, D3

WORK EXPERIENCE

General Assembly   **August 2017 — November 2017**
Web Developer

The immersive programme teaches a range of popular programming languages and frameworks, as well as the soft skills needed to be a successful developer. Working in groups and individually I have built applications using HTML5, CSS3, SASS, Bootstrap, JavaScript, jQuery, AJAX, Angular.js, Node, Express, MongoDB, Mongoose, Ruby, SQL, Rails and React.js. I have also participated in daily stand-ups as well as contributing effectively to group work using Git, GitHub and planning tools such as Trello.

FINAL PROJECT: Gigging!
https://gigging.herokuapp.com/

For my last project I decided to make a gig tracker. I used Spotify API and Bands In Town API. The idea I had was pretty simple, by requesting the artists the hypothetical user is following on Spotify I would be able then to send a second request to Bands In Town services and track the gigs with their API. This also allowed me to track the coordinates of the venues where the artists were going to perform their gigs and therefore I was able too to fetch a Google Map with the locations given. I implemented an OAuth logging with Spotify which probably was one of the most challenging parts of the project.

I used **React.js**, **Express.js**, **Node.js**, **MongoDB**, **HTML5** and **SASS** for this project.

PROJECT#2: MAPP
https://mapp-ga.herokuapp.com/

This team project was the result of the merging of three people's idea. Originally we wanted to create a night plan generator, but at the end we decided to implement a full user experience by adding any kind of plan the user would wanted to make.It was by far the most interesting project I made as I was able to experience from firsthand how working with other was. I was in charge of the Google Places API along with the Google Map itself and also some back-end routes and requests.

We used **Angular.js**, **Express.js**, **Node.js**, **HTML5** and **SASS** for this project.

PROJECT#1: Project Burger
https://project-burger.herokuapp.com/

The aim of this project was to create a RESTfull application. I decided to create a social network for burger lovers as I am an enthusiast of this delicious food. The main purpose of the web page is to connect people from around the world with the same taste for burgers, so in case you decide to travel you could check the page out and find some amazing burgers around the world. One of the biggest difficulties I found was dealing with the back-end side as it was the first time in my life I was developing that part of an application.

I used **EJS**, **Express.js**, **Node.js**, **D3 Maps**, **HTML5** and **SASS** for this project.

PROJECT#0: Pet The Cat
https://pet-the-cat.herokuapp.com/

I developed this project during my third week at General Assembly. Originally it was meant to be a logic game, but during the process I discovered a way of simulating a collision when two animated divs had collided. After this discovery I changed the way I was approaching things and I tried to give the users a full gaming experience by given them total control of the character and by, also, implementing different movements and abilities. The logic behind the game is to survive as much time as possible without being hit as you only have a fixed number of hits you can take.

I used **jQuery**, **HTML5** and **CSS3** for this project.

Hospitality sector
Kitchen Assistant - Chef

I have three years of experience in the hospitality sector. I started working there when I first moved to London. I started as a kitchen assistant and ended up being a chef. It was a pleasure working at this sector as I developed some really interesting skills and work ethics. It is still one of my passions although I decided to change paths in my career.

QUALIFICATIONS

Certificate of Advanced English (CAE). Level C1
Certification Date: Sep 2016 – Present
Certification authority: University of Cambridge

EDUCATION

Web Development   **September 2015 — June 2017**
Ilerna Education
Obtained a Higher National Diploma in Web
Development

Web Development Inmersive   **August 2017 — November 2017**
General Assembly

INTERESTS

Travelling is one of the things I like the most. Every time that I have a bit of free time, I plan a getaway break. I love to discover new places and taste the local food. Related to this, I would say that one of my favourite hobbies is cooking. It once was my profession, but now, I simply love to spend time in the kitchen preparing a good meal and sharing
with others.
Last but not least, I also enjoy various sports such as football, cycling, tennis and basketball.