Daniel Smith

https://danielsmith.io

Email : daniel@danielsmith.io
Github: github.com/danielsmith4483
Linkedin: linkedin.com/in/danielsmith4483
Mobile : +1-601-410-4483

Education

- **The University of Southern Mississippi** — Hattiesburg, MS
  Master of Science in Computer Science; GPA: 3.913 — *Aug. 2015 – Aug. 2016*
- **The University of Southern Mississippi** — Hattiesburg, MS
  Bachelor of Science in Computer Science; GPA: 3.931 — *May 2013 – May 2015*
- **Jones County Junior College** — Ellisville, MS
  Associate of Applied Science in Information System Technology; GPA: 4.000 — *Aug. 2011 – May 2013*

Experience

- **Naval Research Laboratory** — Stennis Space Center, MS
  Software Engineer — *Jan. 2017 - Present*
  - Developed various Qt plugins and functionality for projects involving mine warfare and post-mission analysis.
  - Parsed sensor data on a large scale in a client application for visualization and review purposes.
  - Improved efficiency of applications by delegating CPU-intensive tasks to background threads.
  - Assumed devops responsibilities by improving code review practices as well as managing pull requests and merges.
  - Groomed and later executed stories and bug tickets in a product backlog using scrum practices.
  - Made product decisions among engineering team with minimal oversight from business team members within the bounds of project requirements/demands.
  - Refined development practices and helped team devise more efficient methods for collaboration and testing.
  - Traveled to remote sites to collaborate with remote team members.
  - Participated in general research in topics relevant to mine warfare.
- **The University of Southern Mississippi** — Hattiesburg, MS
  Software Developer — *Mar. 2014 - Dec. 2016*
  - Designed and developed a content delivery framework for university department apps using Objective-C.
  - Implemented networking libraries for continuous content updates for mobile apps.
  - Created a content management web app using AngularJS.
  - Helped manage app testing practices using TestFlight.
  - Participated in the delivery of apps to the iTunes App Store.
  - Provided onboarding information and guidance to new developers.
  - Discussed project requirements with external clients and reported regularly with progress updates.

Projects

- **danielsmith.io**: Portfolio website built on preact with optimizations for first meaningful paint and time to interactive. Developed using Preact.
- **Barbell Ninja**: Progressive Web App to help optimize barbell plate unracking/reracking in a gym setting and track rep maxes. Developed using React.
- **max-rep**: N-Rep and One-Rep Max calculator implemented as a Node.js module for use by third parties in logger/calculator apps. Dependency for Barbell Ninja. Available in npmjs. Compatible with ES5 and TypeScript. Fully documented with 100% test coverage.

Skills and Practices (strongest first)

- **Languages**: C++, JavaScript (ES6+), Python, TypeScript, Ruby, Objective-C, SQL
- **Technologies**: Qt 5, React.js, Node.js, CSS, Redux, Google Cloud Platform, Express, Electron, React Native, Webpack, Vue.Js
- **Processes**: Scrum, Agile, Kanban