

Daniel Smith
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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.
 - Participated in design discussions for Qt client applications supported by Java microservices.
 - 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 while respecting project requirements/demands.
 - Reviewed code for feature branches and issued/accepted pull requests for integration branches.
 - Continuously improved development practices and helped team devise more efficient methods for collaboration and testing.
- **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 background 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.

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. Developed using React.
- **max-rep**: N-Rep and One-Rep Max calculator implemented as an Node.js module for use by third parties in logger/calculator apps. Dependency for Barbell Ninja.

PROGRAMMING SKILLS (STRONGEST FIRST)

- **Languages**: C++, JavaScript, Python, Ruby, Objective-C, SQL
- **Technologies**: React.js, Node.js, CSS, Redux, Google Cloud Platform, Express, Electron, React Native, Webpack, Vue.Js