



DM

DANIEL MENSAH

JUNIOR SOFTWARE DEVELOPER
[HTTPS://GITHUB.COM/DANNNCODES](https://github.com/dannncodes)

SKILLS

- ⇒ HTML5 - Advanced
- ⇒ CSS3 - Advanced
- ⇒ JavaScript - Intermediate
- ⇒ Node.js - Beginner
- ⇒ Bootstrap - Intermediate
- ⇒ Git - Source Control
- ⇒ Communication and Interpersonal skills
- ⇒ Time management

CURRENTLY LEARNING

- ⇒ React JS
- ⇒ Express.js
- ⇒ C#
- ⇒ Python

REFERENCES

Available on request.

ABOUT ME

I am a self-taught Software Developer with a strong knowledge of JavaScript (ES6) and loads of personal projects to demonstrate that knowledge. I am also working to develop my knowledge on the backend by learning Node.js and Python.

I have been committed to learning to code, driven by my passion for self-development and hunger to continuously learn new things. From the moment I produced "Hello World" in the console of my first application, I knew I was hooked into the world of software development. It has offered an engaging challenge to continually learn and improve my skills in creating high quality software. What started with a simple "Hello World" has become a full-fledged passion that only gets more exciting as the years go by.

I never want to stop learning and I would love the opportunity to work in an environment where I am constantly challenged and encouraged to grow as I have aspirations of working as a full-stack developer in the future.

Below you will find projects I have completed that showcase my skills and general background in developing software.

EXPERIENCE

PERSONAL BANKER • SANTANDER • AUG 2016 – PRESENT

I have a background working in financial services and this experience allows me to confidently communicate with stakeholders at all levels. This experience also provides me a great range of interpersonal, social and time management skills that are a core part of my working life and transferable skills which are relevant to any role. I am extremely hardworking and determined to make that transition from a personal banker to a software developer.



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EDUCATION

• PRENDERGAST HILLY FIELDS COLLEGE: SEPT 2014 – JUNE 2016

- ⇒ BTEC Information Technology - Distinction
- ⇒ A Level Business Studies - C
- ⇒ A Level Media Studies - C

• PRENDERGAST LADYWELL FIELDS: SEPT 2008 – JUNE 2013

- ⇒ 8 GCSEs at A* - C

PROJECTS & COURSES

THE COMPLETE WEB DEVELOPER: ZERO TO MASTERY – UDEMY

I was proactive in finding a course on Udeemy that I felt would support my ambition of becoming a full-stack developer. This course provided me with all the knowledge needed for web development. It not only touched on the user-side of the web but also the server-side which provided great insight into the fundamentals of back-end development. This course also provided a network for myself and other developers to come together as a community for code reviews and supporting growth.

MODERN JAVASCRIPT: COMPLETE GUIDE - UDEMY

After completing my first course, I took initiative to further enhance my knowledge of JavaScript and its modern concepts by completing this course. The course equipped me with all the skills needed to create fully-fledged, dynamic and interactive web experiences. I also learnt about object orientated programming, asynchronous code, real time databases and much more.

WEATHER APPLICATION – ([HTTPS://GITHUB.COM/DANNCODES/WEATHERAPP](https://github.com/danncodes/weatherapp))

A weather application which uses an AccuWeather API to fetch weather information once a user has submitted a query and display them dynamically on the page using DOM manipulation. This task demonstrates my understanding of some of the key concepts and fundamentals of Asynchronous JavaScript.

CALCULATOR – ([HTTPS://GITHUB.COM/DANNCODES/CALCULATOR](https://github.com/danncodes/calculator))

A calculator application which uses object orientated programming to ensure its fully functional. I created the calculator object with its own custom method.

MEMORY CARD GAME – ([HTTPS://GITHUB.COM/DANNCODES/MEMORY-CARDS-GAME](https://github.com/danncodes/memory-cards-game))

This game uses mainly CSS and JavaScript code, it manipulates the DOM so the elements are output dynamically onto the user's page. It relies on user interaction and events.



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