

Daniel Bellini

301 King Street, San Francisco, CA 94158

Cell: 210-896-4888 | Email: danny15002@gmail.com

Github: [danny15002](#)

[Personal Page/Portfolio](#)

LinkedIn: [Daniel Bellini](#)

Projects

Friendz

[Live](#) | [Github](#)

Online social networking site inspired by Facebook

- RESTful API uses pure SQL queries instead of ActiveRecord to eliminate time spent converting the ActiveRecord to SQL
- SQL queries format and fetch data in one step which eliminates the need for JSON templating schemes and reduces the time of the longest responses from 500 ms to 50 ms
- Recursive React Comment component intelligently decides if it needs to continue rendering subcomments by checking if more subcomments exist.

Asteroids

[Live](#) | [Github](#)

Classic Asteroid game with a modern twist

- Physics engine simulates perfectly inelastic collisions using vector mechanics

RailsLite

[Github](#)

Lite Server based on Rails that responds to requests with HTML

- Includes an Object Relational mapping implementation also authored by me which allows the server to query a SQL database and create Rails style associations
- Creates a cookie which allows it to flash messages on the browser and save user session information

Skills - React, Flux, Ruby on Rails, JavaScript, HTML, Ruby, SQL, HTML, CSS, Java, Python(learning) JQuery, MVC model

Education

App Academy

2015

Full-stack web development course, acceptance rate < 5%

The University of Texas - Austin, Tx

2009 - 2014

BS in Aerospace Engineering - Specialty in Atmospheric flight

BA in Mathematics - Pure Math

Experience

Student Researcher - University of Texas

2014

- Assembled model Super Dimona(94 inch wingspan) and created a flight plan to test stall speed, lift coefficient, drag coefficient and motor efficiency
- Wrote MATLAB scripts that created graphic displays of plane's velocity, position, power output, and power consumption taken from test flights
- Achieved goal of calculating true lift coefficient, drag coefficient and efficiency for model plane from the compiled flight data