Danny Goodrich

Full Stack Developer

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Skills:

HTML, CSS, JavaScript, Git, Github, Postgres, SQL, MongoDB, Express, Python, Bootstrap

Development Projects:

Fishy2 (April 2020)
An upgraded version of my original Fishy Game, built with Unity and C#

Eatvite (March 2020)
Social app that makes deciding where to eat with a friend easy. A full-stack Mern application
(team project). We implemented a MongoDB database and use Express.js on the backend and
used React to create the frontend. Utilized the Yelp API to allow the user to search for
restaurants where they would like to eat.

Project2 (February 2020)
Recipe app, where users can search for recipes by ingredients, and phrases (ei: "gluten free",
"pizza") in order to create meals, with ingredients that are taking up space in the kitchen.
Utilized PSQL for the database and built the web application with Express.js and EJS, HTML,
and CSS/Bootstrap.

Fishy (February 2020)
Underwater game built with HTML Canvas, and JavaScript

Work Experience:

Shift & Beverage Manager   August 2017 - 2019
Town Landing Market, Falmouth, ME
  ● Delivered expert customer service in both the kitchen and front of house.
  ● Managed other employees to be efficient and follow company standards.
  ● Worked with vendors in ordering products, with a focus on optimizing sales.

Education:

General Assembly, Seattle, WA   January 2020 - April 2020
Software Engineering Immersive Program
  ● 12-week full-stack web development immersive program covering modern, in-demand

programming technologies and fundamental Computer Science knowledge.

College of Charleston, Charleston, SC   May 2016
Bachelor of Arts (B.A.) in Psychology with a Minor in Business