

Danny Goodrich

Full Stack Developer

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Skills:

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

Projects:

Fishy

Underwater game built with HTML Canvas, and JavaScript

Project2

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. Built Express, and EJS.

Eatvite

Social app that makes deciding where to eat with a friend easy. Built with Express, and React.

Fishy2

An upgraded version of my original Fishy Game, built with Unity and C#

Work Experience:

Shift Manager/Beverage Manager

August, 2017-2019

Town Landing Market, Falmouth, ME

Delivered expert customer service in both the kitchen and front of house.

Manages other employees to be efficient and follow company standards.

Worked with vendors in ordering products, to optimize sales.

Education:

General Assembly, Seattle Washington

January, 2020-present

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 South Carolina

May 2016

Bachelor of Arts

Major: Psychology. Minor: Business

