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DANNY WALASEK

I'm a recent MSc Computer Science graduate currently looking for work in software development.

EXPERIENCE

TRILADO
Personal Project
MERN Stack /
TypeScript /
Unit Tests / Mocha

A single page responsive web app which aims to give users film recommendations based upon their likes and dislikes. Uses React on the front end with styled components to make API calls to the RESTful back end built using NodeJS, ExpressJS and written in TypeScript. Likes and dislikes of all users are stored using MongoDB and these are used to give future users recommendations. Testing is also implemented using Mocha.

BICYCLE WORKSHOP
Freelance work
JavaScript / CSS /
PHP

A simple business website for a local bike repair shop. Built using JavaScript, HTML and CSS, the site displays information about the company and the services they offer as well as offering the ability to book a service using HTML forms and a back end PHP script for automation of confirmation emails.

YOKU - Clothing
Demo Project
React / SCSS /
FireBase / NodeJS

YOKU is a personal project created to develop my React Skills. YOKU is a multi-page e-commerce site built using React and Redux. The site uses react-router for navigation and FireBase for user authentication and to store the sites stock database.

Personal Website
JavaScript / CSS

My personal site built using JavaScript, HTML and CSS. The site implements CSS animations and is fully responsive.

Live and code versions of these projects and many more are available on my github page at github.co.uk/dannyleewalasek

EDUCATION

MSc Computer Science
Northumbria University
2019 - 2020
2:1

The majority of my time during my masters was spent studying machine learning techniques, cloud computing specifically with Amazon AWS and advanced OOP techniques using C#. My final project was a novel deep learning model for the completion of knowledge graphs.

BSc Computer Science
University of Liverpool
2015 - 2019
2:1

Over 4 years at liverpool my studies spanned a range of computer science areas including OOP, Logic, Game Theory, Data Science, Robotics, Web-Development and Operating-System concepts. My final dissertation project was to design and build a 2D game engine using C++ and OpenGL which included a custom batch renderer, physics engine, scripting system using LUA and save/load systems.

Online Certifications
Udemy / LinkedIn
2020 - 2021

Complete JavaScript Course 2021 / Node.js, Express, MongoDB: The complete Bootcamp / Complete React Developer 2021 / Unity 3D essential / Agile Foundations