Daniel Robert Dalton

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Education

- **Stanford University** Stanford, CA
  Bachelor of Science, Computer Science; GPA: 3.30 *Sept. 2009 – June 2013*
  - Relevant Coursework: Programming Methodology, Programming Abstractions, Computer Organization and Systems, Principles of Computer Systems, Design and Analysis of Algorithms, Human-Computer Interaction Design, User-Centered Design, Object-Oriented Systems Design, Web Application Design and Development, Computer Graphics and Imaging, Mathematical Foundations of Computing, Probability for Computer Scientists, Engineering Math, Engineering Physics, Senior Project

Skills

Technologies: Javascript, Angular.js, D3.js, Node.js, Ruby on Rails, C, C++, Objective-C, Java, JSP/Servlets, JUnit, iOS, Socket.io, jQuery, Underscore.js, Python, HTML5, CSS3, SASS, PHP, SQL, NoSQL, Redis, Riak, OpenGL, Amazon Web Services, Git, Heroku, ChucK

Software: Xcode, Sublime Text, UNIX/Linux, Eclipse IDE, GCC, GDB, Vim

Concepts: Object Oriented Analysis and Design, REST, MVC Design Pattern, Rapid Prototyping, Code Refactoring, Relational Database Design, UML, Agile Software Development, Lean Software Development, Pair Programming, Scrum, Test-Driven Development

Software Engineering Projects

Quantified-Self Nutrition Application: Led front-end web development and was a primary back-end developer for NutriSelf, a comprehensive and engaging nutrition application that allows the user to track their health and both promotes and rewards healthy habits. The front-end was built using Angular.js and D3.js and the back-end contained a RESTful API built using Node.js.

Crowdsourced Visualizer: Led front-end development and was a primary back-end developer for **Instrumental**, a web application which had its front-end built using HTML5, CSS3, and jQuery, and its back end built using Node.js and Socket.io. With Instrumental, any user can host a visualizer, and each individual user that connects to that visualizer has the ability to influence what is displayed on the screen.

Text-to-Music Interpreter This program was developed in two parts: the first a Python program that takes a text file as input and outputs a text file containing metrics about the input text; the second a ChucK program that reads these text metrics files, creates drum and synth loops based on the metrics, and maps these loops to the keyboard so they can be triggered in real time.

Work Experience

- **Leadfactors, LLC** Palo Alto, CA
  iOS Engineer *May 2013 - Present.*
  - Rapidly developed multiple iterations of iPad application prototype from scratch. Designed modular, reusable components to be used to help accelerate future prototype development. Coordinated with back-end developer to determine necessary and useful RESTful API calls.
- **Stanford Conference Services** Stanford, CA
  Assistant to Financial Manager *June - Sept. 2012, 2011*
  - Collected income of conference front desks and recorded all summer conference transactions. Oversaw six small teams of student workers; trained them in financial procedure and monitored their performance. Compiled bills to be charged to conferences. Redesigned and improved billing procedure protocols, reducing errors in and improving efficiency of both my position and other student positions.