Daniel Stansberry

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EDUCATION

U.C. SANTA CRUZ
B.S. in Computer Science
Sep 2015 - Jun 2018

LAS POSITAS
Jun 2013 - Jun 2015

SKILLS

PROGRAMMING
ES6/Typescript • HTML/SCSS • Python
C++ • Java • C# • NoSQL • SQL

TECHNOLOGIES
React/Redux/Apollo • Vue/Vuex
GraphQL • Express • Jest • AWS
Firebase • ThreeJS • CircleCI
Docker • Terraform • TailwindCSS

COURSEWORK

Web Applications
Mobile Applications
Software Engineering I, II
Data Structures
Algorithms and Abstract Data Types
Operating Systems

PERSONAL

LINKS
d14y.com
github.com/danstans
linkedin.com/in/danstans

INTERESTS & HOBBIES
UI/UX
Augmented Reality
eSports
Photography
Drones
Fishing

LANGUAGES
English
Japanese

EXPERIENCE

ODIN LABS | Software Engineer
June 2020 – Aug 2021
- Own the frontend, working closely with design and backend to create odin web portal used daily by NYC's largest private real estate developer.
- Implement and utilize custom react-hook-form component to reduce complexity when creating and collecting information through forms and modal.
- Create internal component package to standardize the look & feel of current and future Odin projects. Components, documentation & testing technologies includes react, typescript, tailwind, storybook, rollup, github actions and jest.

RENEW HEALTH | Software Engineer
Mar 2019 – Mar 2020
- Built and maintained internal components library including testing, an upgrade to use react hooks, and increased storybook documentation.
- Implemented continuous integration to streamline npm package publishing, image tagging/deployment, and unit testing.
- Developed employee intranet to adopt a new tech stack including GraphQL/Apollo and React Hooks.
- Created AWS infrastructure and deployment systems for frontend applications utilizing Terraform, ECS, and Docker.

GE DIGITAL | Technical Developer
Jul 2016 – Oct 2016 | San Ramon, CA
- Developed code labs in Java for the Predix platform working with Spring Framework.
- Worked alongside subject-matter experts to create quality training content for Predix features.
- Improved Drupal integration for the Predix.io training webpage.

PROJECTS

REACT MEDIA VISUALIZER | Open Source NPM Component
React, Threejs, AudioContext API
- Developed a react component, visually similar to the spotify/soundcloud audio component, which simplifies the process of working with playlists on the web.
- Retrieves song metadata including title, artist, album utilizing ID3 tags.
- Open source contributors are able to create new themes and visualizations using Threejs.

RUNES REFORGED TOOL | Riot Games Developer Hackathon
Vue.js, Vuex, NodeJS, SVG, Riot Games API
- Recreated the League of Legends rune-selection tool utilizing frontend frameworks, complex state management and HTTP requests.
- Component takes a complete rune page as input and returns a list of champions that perform best (based on win rate) with that specific page.
- Received a mention and feature on the hackathon page.