

Daniel Bae | Front-End Web Developer

About Me

I am a Front-End Web Developer with a background in technical troubleshooting and customer service. It is my passion to help people find solutions for their needs and go above and beyond to make that happen. I develop applications using React, JavaScript, and Python for people to maximize their enjoyment of life.

Skills

Languages - JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL

Database - PostgreSQL, MongoDB | **Other** - RESTful Routing, JSON api

Libraries and Frameworks - React, Next.js, Express.js, Django, Jquery, Bootstrap, Semantic UI, Bulma

Software Development Projects

June 2021 - PRESENT

[Project Sports Tweets](#) - Mongoose, Express, React, Node.js, MongoDB, CSS, JSON, RESTful, APIs, Semantic UI

Project Sports Tweets is a full MERN stack application powered by the Twitter API to provide sports fans an up-to-date feed of Tweets for their favorite teams.

- Leveraged the Twitter API to fetch data for use in the app
- For front end UI, used React to maintain an organized data structure
- Used Semantic UI to give the app a professional look while providing theming for users for interactivity

[Project Wayfarer](#) - Django, PostgreSQL, DTL, Python, CSS, Bootstrap

Project wayfarer is a city based blog where users can create blog articles about their travels. This app was made using Django and PostgreSQL.

- Consulted with clients to build a full stack Django application suited for their needs
- Implemented a commenting section for users to interact with other user's posts with comment count and relative timing

[Bad Apple Movies](#) - Node.js, EJS, Mongoose, MongoDB, JavaScript, CSS, RESTful, Express, Bulma

Bad Apple Movies is a full NEM stack web application where users could share opinions on what they think of movies by submitting reviews and holding discussions with other users.

- Full stack CRUD web application to give users the ability to share their thoughts with the community
- Created an interactive UI using CSS for card animations when users access the app

[L.O.A.D \(Life of a Dev\)](#) - HTML, CSS, JavaScript, Jquery

Life of a Dev is a simple web application where you as a character will need to upkeep various metrics by clicking on buttons that correspond to the colored status bars. Through time, the character will evolve and after 2 evolutions the character will reach retirement.

- Utilized Jquery for DOM manipulation to dynamically change what the users will see on screen
 - Styled the app using NES CSS frameworks to give the game a retro style with a modern twist
 - Leveraged an object oriented programming approach for scalability
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Professional Experience

McCann Systems/IVCi - Audio/Visual Site Supervisor | New York, NY

January 2012 - March 2021

- Mobilized a team of 5 to collaboratively ensure that the 4,000+ employees of the New York office were fully supported and their needs met
- Maintained audio/video equipment for over 100+ video conferencing systems across our domestic and global network

- Built rapport with clients to maintain future collaboration and lead trainings for best practices for the use of the equipment to ensure all employees of TIAA had working knowledge of AV equipment
- Consulted closely with the C level executives and was on call for support when needed to ensure all high level meetings ran smoothly
- Collaborated with my team during company-wide events (i.e. CEO town halls) so remote viewing was possible for employees outside the area using Cisco Telepresence and Zoom

Sony - Sales Manager | Paramus, NJ

January 2007 - January 2009

- Project managed the deployment of our Backstage program that allowed customers to come in store for technical support, which provided more foot traffic and revenue for our store
- Supervised a team of 12 on the sales floor to provide adequate coverage of assistance when needed, meeting our monthly goals through world class customer service for all who visited our store

EDUCATION

General Assembly | Remote

June 2021 - September 2021

Software Engineering Immersive

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Full Sail University | Winter Park, FL

June 2003

Associates of Science Degree - Audio Engineering