DAN
BAE

FRONT-END DEVELOPER

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EDUCATION

SOFTWARE ENGINEERING IMMERSIVE   General Assembly / Remote / June 2021 - September 2021

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.

ASSOCIATES OF SCIENCE - AUDIO ENGINEERING   Fullsail University / Winter Park, FL / June 2003

PROFESSIONAL PROFILE

I am a Front-End Developer with a background in technical troubleshooting and client relations. 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, Node.js, and Sass for people to maximize their enjoyment of life.

SKILLS

- React
- Express
- Sass
- Next.js
- Node.js
- HTML
- Git | GitHub
- Javascript
- MongoDB
- PostgreSQL
- Python
- Typescript
- Django
- Jquery
- API

WEB DEVELOPMENT PROJECTS

PROJECT SPORTS TWEETS   September 2021
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
- GitHub: https://github.com/dbae82/project-sports-tweets | Live App: https://sports-tweets.netlify.app/

PROJECT WAYFARER   August 2021
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
- GitHub: https://github.com/dbae82/project-wayfare | Live App: https://bestwayfarer.herokuapp.com/

BAD APPLE MOVIES   August 2021
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
- GitHub: https://github.com/dbae82/Project-1-Reverse-Engineer | Live App: https://badapplemovies.herokuapp.com/

L.O.A.D (LIFE OF A DEV)   July 2021

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
- GitHub: https://github.com/dbae82/project-0-game | Live App: https://dbae82.github.io/project-0-game/

WORK EXPERIENCE

AUDIO VISUAL SITE SUPERVISOR   McCann Systems | IVCi / New York, NY / 2012 - 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 wason 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

SALES MANAGER   Sony / Paramus, NJ / 2007 - 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