Daniel Burgess

📞 by request
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```
if (job.isQualified(applicant.getSkillset()) && company.fitsCulture(applicant.getPersonality())) { return new Employee(applicant.name, job.title); }
```

👤 Summary

Daniel is a full stack software engineer with a broad set of skills and experience in numerous languages, platforms, and frameworks. Whether it is mobile, backend, or web, Daniel's experience allows him to rapidly learn new tech and gain a working understanding of complex systems quickly. With an entrepreneurial background, he has a rare understanding of how to balance a meticulous approach to technical design and implementation with practical business needs.

💼 Experience

Fitnet: Lead Software Engineer | Blacksburg, VA   2013-present

Technical architect and leader of agile development team of five people creating award winning app (and infrastructure) with 400k+ downloads, numerous prominent App Store feature positions by Apple, promotional partnerships with Google, etc.

Oversaw five major releases and dozens of updates / prototypes of iOS & Android apps *(Swift, Objective-C, Java, Lua, Corona)*.

Managed Fitnet API & supporting infrastructure, scaling to peak 10k+ daily active users *(PHP, MySQL, Python, AWS, Firebase)*.

Built numerous internal / prototype web apps, such as trainer tools and org dashboards *(Javascript, React, Redux, Node)*.

FreshAiR / MoGo Mobile: Co-Founder | Blacksburg, VA   2011-2014

Responsible for all day-to-day operations, including: software development, code review, server management, technical support, finance, legal, human resources, management, sales, marketing, business development, etc.

Created iOS augmented reality app, which was then ported to Android *(Objective-C → Java)*.

Created web-based augmented reality editor & infrastructure *(HTML, CSS, Javascript, PHP, MySQL, MongoDB, etc)*.

Integrated vision-based AR prototype with animated 3d model rendering in FreshAiR *(C/C++, OpenGL ES, Vuforia)*.

GAMeS Lab at Radford University: Senior Programmer | Radford, VA   2008-2011

Designed & created initial framework for an augmented reality development platform, allowing easy AR authoring.

Awarded first runner up in Governor's Apps Development Challenge for an educational iOS game which challenged students' to determine relationships among fractions, decimals, percents and improve fractional computation *(iOS, Objective-C)*.

Created a modular augmented reality game engine for educational research that ran on handheld devices by interfacing with GPS. The engine allowed creation of engaging game narratives played in a real physical space *(Flash, ActionScript, XML)*.

Hawthorn Suites: Night Auditor & Front Desk Clerk | Blacksburg, VA   2002-2008

Daily audited transactions to verify ledgers balanced, with yearly amounts totaling over $1 million.

Trained half a dozen employees on how to perform the audit between 2004 and 2008.

🎓 Education

Radford University | B.S. Computer Science & Technology   May, 2010

Concentrations: Software Engineering | Database   GPA: 4.0/4.0

Involvement: Association for Computing Machinery, Upsilon Pi Epsilon, Phi Kappa Phi & Cru

New River Community College | A.A.S. Information Technology   May, 2008

Specialization: Computer Graphics & Web Design   GPA: 4.0 / 4.0

Involvement: Virginia21 & Phi Theta Kappa (Treasurer 2006-2007, President 2007-2008)

</> TECHNICAL SKILLS

Swift	React	CSS	Corona	Firebase	Node
Objective-C	Redux	PHP	Lua	Python	C/C++
Javascript	HTML	MySQL	Java	MongoDB	& More!

☰ OTHER SKILLS

Video & Audio Production	Graphic Editing	Customer Service
	Team Leadership	Presentations

♛ HONORS & AWARDS

Appy Awards: Award Winner, Health & Fitness category. — 2015

Google Fiber + US Ignite: Best overall application out of 14 teams, demonstrating gig network capabilities. — 2013

RBTC: People's Choice Award for FreshAiR; also nominated for Rising Star and Innovation Awards. — 2012

Distilled Intelligence 1.0: FreshAiR chosen as one of the top 22 startups out of over 100 companies. — 2011

Radford University: Dean's Scholar, Artis Scholarship in IT, Mary Jane Dudley Scholarship. — 2009-2010

Virginia Department of Education: First Runner-Up, Mathematics App Development Challenge. — 2009

All-Virginia Academic Team: First Team (Top 10 Statewide). — 2008

Phi Theta Kappa: Leaders of Promise Scholarship (1 of 30 Nationwide). — 2007

National Science Foundation: ATE Student Award for Excellence (1 of 50 Nationwide). — 2007

♟ SOCIAL / COMMUNITY PRESENCE

⚬ Github	ⓢ Stack Overflow	in LinkedIn	🐦 Twitter	f Facebook