

Daniel Lee

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EDUCATION

Western Washington University
School of Computer Science

Bellingham, WA

RELEVANT EXPERIENCE

WWU Facilities Management

IT Consultant

June 2018 – July 2019

- Advised staff, faculty, and students with the University's overall software and hardware technical problems.
- Assisted clients to be compliant with the school's regulations and standards as well as HIPAA security protocols
- Proficient in maintaining an online IT portal for staff and provided stellar Tier 1 and Tier 2 technical support and consultation

PROFESSIONAL EXPERIENCE

Dough Zone Dumpling House

Waiter

July 2019 - Current

- Recognized as one of the lead waiters, overseeing all front of house operations when shift lead is unavailable.
- Ensured a pleasant experience for customers when they were seated by conversing and establishing rapport while taking orders.
- Responsible for the customer's order from the start of a ticket's life to the end ensuring that customers leave after a pleasant dining experience.

RELEVANT PROJECTS

Twitter Scraper

JavaScript / twit

July 2019 – August 2019

- Made use of the JavaScript package "twit" in order to scrape Twitter for a few specific keywords.
- With the found tweets, visualized the information in order to see what those posters normally post about.
- If Geolocation was enabled, I would keep track of where they are tweeting from in order to establish a correlation between geography and content of tweets.

Social Network

JavaScript / MongoDB / React

January 2019 – April 2019

- A full stack web application using the MERN tech stack
- Created a complete restful API from scratch complete with full CRUD features using newly created API.
- Leveraged the features provided from concurrent Promises in order to cut wait times of API calls.
- Made use of data persistence by connecting the application to a database in order to retain permanent information.
- Made effective use of Redux in order to maintain a state of authentication, using JWT.

Online Game "Private Server"

Java / MySQL / Es5

June 2012 – January 2013

- Utilized JavaScript in order to maintain, manipulate, and create events for players as they were happening in game.
- Made use of SQL scripts in order to establish and maintain a database of information ranging from character levels to password salts
- Maintained a backend built with Java in order to make sure all game behaviors were functioning as intended from a backend perspective. This includes leveling, stat adjustments, player transportation, etc.
- Used a custom CMS in order to maintain and display a webpage where new players can sign up, see information regarding the status of the server, new announcements, etc.

TECHNICAL SKILLS

JavaScript – Node, React, Redux (Advanced), Git (Advanced), Java (Intermediate), Python (Intermediate), C++(Beginner)