

DEVIN MCDANIEL

Fullstack Web Developer


CONTACT

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Languages

Main

Javascript/Typescript

React.js

Node/Express.js

C#/.NET

PostgreSQL

Frameworks/Libraries/Tools

SASS/SCSS

Bootstrap/Material UI/Tailwind CSS

jQuery

npm

Bash/Zsh/VIM

Git/Github

Vite/Webpack

Microsoft .NET CLI

Figma

EDUCATION

Zero to Mastery Academy

September 2023 - Current

Certification in

Responsive Web Design

freeCodeCamp

October 2022 - December 2022

Diploma in Digital Marketing

QLS Level 7

Brentwood Open Learning College

July 2020 - December 2020

CAREER OBJECTIVE

I am a PERN stack developer with a proven ability to effectively work independently on projects while learning from more experienced developers and take responsibility for my own growth. As a student with Zero to Mastery Academy, I have worked to build real-world skills that are relevant to the current tech trends and will likely be the future of the industry, with some of my interests being in AI, Machine Learning, Cross-Platform Applications, and Embedded Systems. I am seeking a fun, innovative team that I can continue my growth with.

EXPERIENCE

Freelance Web Developer

October 2022 - current / Remote

- Developed static websites and dynamic web applications using JAM and PERN stack frameworks and libraries.

Systems Developer

The Rolo Group LTD

May 2023 - July 2023

- Developed company website using low-code tooling
- Managed company's MS365 infrastructure
- Managed company's Sharepoint CMS

PROJECTS

MyAccount System

- Created a C#/.NET console application that simulates opening a bank accounting system.
- Implemented a command line user interface, OOP principles, and error-handling.

SmartBrain

- Created a PERN stack application using an AI facial recognition API. Users can create an account that is securely stored in a Postgres database. Implemented REST API in Express to handle routing and API calls.

Find the Droid/Pig Game

- Developed two pure HTML/CSS/JS/TS game applications
- Included features such as complex CSS animations, session storage, two-player functionality, JS game logic implementation, and type safety.