

DANIEL SZWARC

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SOFTWARE ENGINEER

I am an adaptable, solutions-driven software engineer with a desire to make full-featured products and continually expand my skill set. My previous experience as a mechanical engineer has provided me with the ability to tackle problems head-on, both as an independent and in a team environment.

SKILLS

LANGUAGES/Frameworks: JavaScript, HTML5, CSS3, Python, Express, MongoDB, Mongoose, Bootstrap, Git/GitHub, Node.js

OTHER SKILLS: Microsoft Office Suite, Outlook, Spanish (proficient), Polish (proficient)

PROJECTS

POKETRACKER [\[Deployment Link\]](#)

- Designed a fully-featured CRUD app using a full MERN (MongoDB, Express, React, Node.js) stack to view and interact with the third-party PokeAPI
- Allowed users to create teams and add Pokemon, utilizing information pulled from JSON response from third party API
- Leveraged API fetch method and state-based rendering to create a single-page React application

BATTLESCRIPT [\[Deployment Link\]](#)

- Recreated a classic board game, Battleship, into an interactive JavaScript browser-game
- Used a combination on CSS, HTML, and JavaScript DOM manipulation to place game pieces, change pages, and interact with the user
- Modeled app around an Model, View, Controller (MVC) structure to update and re-render state

DEVENTFUL [\[Deployment Link\]](#)

- Worked in a team of software engineers to create a RESTful app using Python, Django, and PostgreSQL that allows for easy event planning
- Managed GitHub merge and pull requests for my team, as well as creating and support the database and model structures
- Interacted with Google Maps API to show locations for our events

EXPERIENCE

INNO-SPIN, Lead Process Engineer

July 2020 - Jan 2023

- Led team of engineers to increase production of rail seal components from 55,000 pcs per week to 110,000 pcs per week through process improvements
- Decreased machine scrap rate from 2.5% to 1.5% through laser weld optimization, resulting in \$15,000 raw material savings per month
- Led engineering team through IATF 16949 (Automotive ISO 9001 equivalent) audit

EDUCATION

Software Engineering Immersive, General Assembly, Remote, Feb 2023 - May 2023

Bachelor's of Engineering in Mechanical Engineering, Stevens Institute of Technology, Hoboken, NJ, 2011-2016