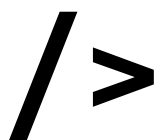<

HUNTER DANIELSON

SOFTWARE DEVELOPER

/ ABOUT ME

I am a full-stack developer with a degree in Computer Science. I'm a gaming nerd who likes to create interesting things such as games themselves or new utilities to help save time and solve problems.

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/ CONTACT DETAILS

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github   Linked in

/ DEV PROJECTS

>> JHEMM Fighters

Built in vanilla JavaScript by a team of five, JHEMM Fighters is a browser-based local multiplayer combat game. Players alternate attacking and defending, stats are held in local storage.

>> Skill Sleuth

Utilizes Riot Games League of Legends API to determine real time data of a player in game. Allows a player to view the spell cooldown of the enemy teams champions that they are playing against.

>> Last Hope

Game built in React by a team of three. It has user authentication and connects to a third part colors api to adjust CSS properties. Data is stored on a backend created by the team for users playing multiple times.

>> Pokedex Clone

A clone of the famous Pokémon pokédex. Users can search for pokédex based on a number of parameters such as name, type, number or others quality. The list can be sorted by ascending or descending stats or Pokémon number. It interacts with alchemy code labs Pokémon api to retrieve data.

/ EDUCATION HISTORY

>> Walla Walla University

B.S. in Computer Science | Sept. 2015 to June 2019
> Minor in Math
> Officer in IEEE club

>> Alchemy Code Lab

Software Dev. Training | Mar. 2020 to Aug. 2020
> 800+ Hour Intensive Training Program
> Focus on clean code, team-building, individual problem solving, and TDD testing.
> 3 part program focusing on, respectively, a deep dive into vanilla JavaScript, SPA app development and RESTful APIs, and full-stack React apps with MongoDB + Mongoose.

/ TECH SKILLS

C++
HTML
CSS
JavaScript
React
Redux
NodeJS
Python

PHP
Git/GitHub
SQL
Express
MongoDB
Mongoose
Jest