Daniel Dyssegaard Kallick

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Projects

- **Facespace.website** **LIVE**
  Full-featured clone of Facebook. Rails, React, Redux. *Github*
  - Designed a RESTful JSON API using Rails to interact with PostgreSQL database.
  - Incorporated live updates using the pusher API so that new content from other users shows up without a page reload.
  - Leveraged Rails polymorphic associations to implement infinitely nested comments.
  - Ensured that users can log in from multiple locations by saving sessions in the database.

- **Cluck Cluck Moo** **LIVE**
  Addictive vertically scrolling platformer *Github*
  - Developed a JavaScript game from scratch using HTML5 canvas.
  - Animated in-game characters using tools from the easel.js library.

- **datastORM** *Github*
  Lightweight ORM providing an interface between Ruby applications and a database
  - Engineered a custom solution for translating database rows into Ruby objects.
  - Used metaprogramming to dynamically create Ruby objects and methods.

Skills

- Ruby, Rails, Python, JavaScript, jQuery, Node.js, React, Redux, AWS, SQL, PostgreSQL, Git, HTML, CSS, Linux, LaTeX, QGIS
- Bilingual (English, Danish), and conversational Spanish

Education

- **App Academy** **New York, NY**
  Highly selective full-time full-stack web development course *2017*

- **Reed College** **Portland, OR**
  BA, Political Science *2011-2015*

Experience

- **SEIU Local 32BJ** **New York, NY**
  Paid Research Intern *September - December 2015*
  - Mapped new real estate developments using GIS software.
  - Independently learned QGIS software over the course of two days.
  - Developed and documented a new workflow for translating data from PDFs into excel.
  - Implemented automatic geocoding of addresses and scraping of associated meta-data.

github.com/keevie • danieldyssegaardkallick.com
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