

Keith Danielson

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EDUCATION

- **Colorado School of Mines** Golden, CO
Bachelor of Science in Computer Science 2018 - 2022

SKILLS

JavaScript	Vue.js	React.js
Typescript	Node.js	Express.js
HTML	CSS	Figma
MongoDB	SQL	Python
Docker	S3	Git

EXPERIENCE

- **CACI** Westminster, CO
Software Engineer June 2021 - Present
 - **'Standup' Tile:** Designed and implemented a new feature using a Vue.js frontend and a Node.js backend with TypeScript, employing a modular architecture based on SOLID principles. Facilitated seamless interaction with a C++ layer via a daemon net socket and Protocol Buffers to invoke operations on integrated devices and receive status updates.
 - **Automated S3 Transfer:** Developed an automated data transfer system with a Vue.js frontend and Node.js backend. Collaborated on backend tasks and independently built a UI for selecting and transferring data to S3 buckets. Implemented backend features for manual or scheduled transfers and status tracking of each transfer.
 - **Web App Optimization:** Initiated a critical optimization project for a Vue.js web application, resulting in a 53% reduction in JS Heap usage, resolving performance issues that previously caused browser crashes due to heavy data processing.
 - **Settings Page:** Led the development of an expansive settings page for web application, incorporating wireframe design in Figma and implementation using Vue.js.
 - **Legacy App Revitalization:** Upgraded a legacy web application from Polymer to Vue.js with Vuetify, receiving positive feedback from the customer for the redesigned UI which improved user experience with smoother interactions.
 - **Agile Team Collaboration:** Worked in an Agile team of four developers, collaborating with system testers to ensure quality assurance of software deliverables.
- **RAisonance Group** Denver, CO
Data Science Intern Oct 2020 - Dec 2020
 - **Data Dashboard:** Developed a Python dashboard to monitor machine learning model performance, utilizing Plotly and Dash.
- **Colorado School of Mines** Golden, CO
Intern May 2020 - Aug 2020
 - **Project Advisor:** Guided high school interns through the development of a mental health tracking app during a field session.

PROJECTS

- **'Napoleonic' Beat Store:** Solo developed a full stack web application utilizing React.js and TailwindCSS for the frontend. This was complemented by a Node.js backend powered by Express.js and MySQL. Designed a platform to showcase and sell instrumentals, leveraging an S3 bucket for storage of large audio files. Integrated shopping functionalities using the Stripe API, with Jest tests ensuring application reliability.
- **2D Sidescroller:** Developed a pixel art horror game using GameMaker Language (GML), personally creating all the music and artwork. The game was voted as the best project in a Game Development course.
- **Clue Game:** Coded Clue using Java and Test-Driven Development methodologies, in collaboration with a team member.
- **Minecraft Clone:** Built a simple Minecraft-inspired game using C++ and the OpenGL library.