Nathan Daniels

Software Developer

Tomball, Tx GitHub LinkedIn

Solution-centric software developer committed to designing and developing solutions to technical problems. High aptitude for building scalable and maintainable software to achieve company goals.

Experience Highlights

Software Engineer (Immersive), General Assembly

June 2020-Present

Build full-stack web applications using computer science fundamentals, collaboration tools, and multiple programming languages. Apply object-oriented programming (OOP) concepts, leveraging programming language libraries. Collaborate across functional teams to design, develop, and execute development projects using Agile principles. Assist in defining system architecture to shape user experience. Partner with developing teams to design and build applications.

Key Projects

- Macro Meals: An app for searching and saving meals based on filtered macronutrient requirements
 Technologies utilized: MongoDB, Express, Node, React, Javascript, CSS https://github.com/natedaniels42/macro-meals-api
 https://github.com/natedaniels42/macro-meals-client
- Wayfarer: A travel blog that allows you to sign up for an account and post comments on specific cities. Built in collaboration with 2 other engineers Technologies utilized: Django, PostGreSQL, Python, HTML, CSS https://github.com/natedaniels42/wayfarer
- Pets4U: An app that allows you to add pets to be adopted as well as search
 pets that you may be interested in. Collaborated with 1 other engineer
 Technologies utilized: MongoDB, Express, Node, Javascript, CSS, HTML
 https://github.com/natedaniels42/pets4u

Additional Experience

Private Instructor, Various School Districts
August 2014-Current

EDUCATION

Software Engineering Immersive, 2020 General Assembly, Remote

Master of Music

The University of Akron, Akron, OH

Bachelor of Music

Wichita State University, Wichita, KS

Skills, Software & Programming Languages

HTML₅

CSS₃

Javascript

JQuery

NodeJS

Express

MongoDB

Mongoose

ReactJS

Python

Django

PostgreSQL

Git

Github