Danny Glover

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Education

University of Missouri, Columbia, Missouri - B.S. Computer Science, December 2014
Minor in Mathematics, Dean's List Recipient, Bright Flight Scholarship.

Skills

C/C++, Java, Ruby + Rails, PHP, HTML5/CSS3, Javascript, JQuery, Objective-C, Swift, Agile Web Development, Test Driven Development, API Design, Mobile Application Development, Algorithms, SQL, PSQL, REST, Git + Github, Pair Programming, MVC + OO Principles & Design

Experience

RECENT GRADUATE - DEV BOOTCAMP - SAN FRANCISCO, CA APRIL 2014-AUGUST 2014

DevBootcamp is an 18 week immersive web development program focused on teaching design patterns, agile methodologies, Ruby and Rails, HTML/CSS/JS, programming theory and other modern web frameworks needed to become a cutting edge full stack web developer.

- Implemented design patterns such as MVC and Object-Oriented Programming
- Completed 400+ hours of structured pair programming, while leading agile development of single and multi-day team projects
- Created FrogPress, a web based writing application that collects and utilizes data to better track student progress in the classroom. FrogPress is a robust web application that was created using agile and test driven development. Built with Ruby on Rails, RSpec, Capybara, and PostgreSQL

SOFTWARE ENGINEER - BROOKSIDE PROPERTIES - COLUMBIA, MO AUGUST 2013-APRIL 2014

Consulted on development of back-end system for data management of inventory, revenue streams, and customers for the residential property firm.

- Designed layout of relational database and API that utilizes PHP, JSON, MySQL and emphasizes software longevity and efficiency

HONORS UNDERGRADUATE RESEARCH - SHANGHAI UNIVERSITY - SHANGHAI, CHINA SUMMER 2013

Selected as one of six undergraduate students from Missouri to work with students from Shanghai University on an Android mobile game designed to promote the University's Smart City Lab.

- Contributed to development of an Android mobile game by developing the game's backend server. Utilized Java multithreading and socket communication to implement a multiplayer online game

MARKETING DIRECTOR - NIGHTLIFE APP - COLUMBIA, MO AUGUST 2011 - JANUARY 2013

Developed and implemented marketing plan and strategy for the iOS and Android application Nightlife

- Established and maintained a social media presence which drove Nightlife to 15,000+ downloads and 1,500+ active weekly users