



Danny Glover

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San Francisco, CA

About

I have recently completed a B.S. in Computer Science and attended Dev Bootcamp, an 19 week web development intensive in San Francisco. As an engineer I believe my purpose is to use technology to break down barriers and improve the lives of those around me.

Education

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

Skills

Ruby + Rails	Swift	Algorithm Design	MVC Principles
C	Objective-C	SQL	OO Principles
Java	Agile Development	PostgreSQL	API Design
HTML5/CSS3	TDD	MySQL	Rspec + Capybara
Javascript	JQuery	Git + Github	Pair Programming

Experience

RECENT GRADUATE - DEV BOOTCAMP

APRIL 2014-AUGUST 2014

SAN FRANCISCO, CA

- Graduated Dev Bootcamp, an 19 week intensive program with 400+ hours of structured pair programming. Led agile development of single and multi-day team projects.
- Member of a team that 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

AUGUST 2013-APRIL 2014

COLUMBIA, MO

- 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

SUMMER 2013

SHANGHAI, CHINA

- 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 back-end server.
- Utilized Java multithreading and socket communication to allow multiple users to play online.

MARKETING DIRECTOR - NIGHTLIFE APP

AUGUST 2011 - JANUARY 2013

COLUMBIA, MO

- 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.