



# Danny Glover

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1118 E Locust St. Columbia, MO 65201

## Education

University of Missouri, Columbia, Missouri - B.S. Computer Science, December 2014

Minor in Mathematics, Dean's List Recipient, Bright Flight Scholarship. GPA: 3.34/4.0

## 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, OO Principles & Design

## Experience

### **RECENT GRADUATE, DEV BOOTCAMP; SAN FRANCISCO, CA – APRIL 2014-AUGUST 2014**

- 18 weeks of immersive web development training
- Learned programming theory, Ruby and Ruby on Rails, HTML/CSS, Javascript, 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, led agile development of single and multi-day team projects
- Weekly classes to understand and develop engineering empathy, mastered Git and Github for collaborative team development on a large scale

### **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
- System will be used to facilitate daily business operations at multiple properties with over 1,200 residents, analyze business trends, and drive the front end website
- 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**

- Member of a team of six from University of Missouri to collaborate with students from Shanghai University on a joint research project conducted in Shanghai University's Smart City Lab
- Contributed to development of an Android mobile game by developing the game's backend server
- Server hosted a multiplayer online game and was written in Java, utilized multithreading and socket communication

### **MARKETING DIRECTOR, NIGHTLIFE APP; COLUMBIA, MO – AUGUST 2011 - JANUARY 2013**

- Developed and implemented marketing plan and strategy for the iOS + Android app Nightlife
- Established and maintained a social media presence which drove Nightlife to 15,000+ downloads and 1,500+ active weekly users

## Objective

I hope to work in a highly collaborative, team oriented environment. I want to learn as much as possible while having a positive impact on my team and project from day one.