Danny Van Stemp

http://danny.adsgames.net

dannyvanstemp@gmail.com github.com/danwardvs 226-232-5000

EDUCATION

• Wilfrid Laurier University

Waterloo, ON

BSc Computer Science Sept

Sept 2018 - April 2023

- Completed 16 month co-op placement at Innovasium Digital
- o 2019/20 Dean's Honour Roll

WORK EXPERIENCE

• Innovasium Digital

Full Stack Development Intern - May 2020 - May 2023

Worked with a small team to develop modern web and mobile apps, seeing the projects through from initial designs to post-release maintenance. Collaboration with team members and client is critical as we work together and with clients to form a feedback loop to continuously improve and tweak projects to client's needs.

- Used React, CSS, HTML to make reactive and smooth front-ends that support wide range of devices
- Used Node.js, NextJS, and serverless architecture to create back-ends with security, performance, and usability
- Maintained and extended SQL and NoSQL databases and deployed projects to cloud providers AWS and GCP

Out of a variety of projects completed, four Typescript projects are highlighted:

Privacy Horizon VPO

React · NextJS · Node.js

- Created front-end features for displaying data in charts, dashboards, and inputs for modifying data
- Creating secure and performant REST APIs and extending the PostgreSQL database using Prisma
- Responsible for running migrations and deployments to AWS on production server with paying customers

${f Wshingwell}$

 $React \cdot Node.js \cdot Firestore$

- Extended Google Cloud functions and Firestore database, responsible for deployements to GCP
- Sole maintainer responsible for testing, debugging, and new features in a production environment with 3000 users

Quash by Lung Health Foundation

React Native · Expo · GraphQL

- Leveraged React Native and Expo to target Android, iOS, and web with single codebase when developing new features
- Extended GraphQL back-end server using Knex to build new queries and extended PostgreSQL database

Vitall FHIR Backend

 $\bf Node.js \cdot NestJS \cdot GraphQL$

- Extended back-end server by adding new CRUD GraphQL queries and integrating with live data streams
- Used AWS Cognito to handle authentication and manage users securely

Personal Projects

• Online "Two Truths and a Lie" Game — Typescript

github.com/danwardvs/YouthGames

- Frontend · React app allowing users to send/receive data to play against other online users
- \circ Backend \cdot Node.js with Express and SocketIO, allows real-time connection to clients. Hosted on AWS EC2 server.

• Chicken Monitor — Typescript, Python

github.com/danwardvs/Chicken Monitor

- $\circ~$ Frontend \cdot React app that pulls data from an S3-compatible bucket and visualizes it with Apex Charts
- o Backend · Python script for Raspberry Pi hardware which uploads temperature readings to the bucket

• Toronto Game Jam

Jammer, 2014-present

• Yearly game jam at George Brown College. Attend with small dev team and create a simple game in 72 hours. This short deadline means efficiency and cooperation between team members is vital.

TECHNICAL SKILLS

• Languages: Typescript, Javascript, C/C++, Python, C#, Java, PHP

• Technologies

- o Frontend: React, React Native, vanilla HTML+CSS+JS, Responsive design, Material UI, Apex Charts
- o Backend: Node.js, NextJS, AWS, GCP, SQL db management, Firestore, GraphQL, Linux server management