

Daniel Millea

dcmillea@gmail.com | eportfolio.com | 1-310-729-1216

Education

Front End Developer Bootcamp

Dec 2023 - May 2024

Front End Simplified

Southern Utah University | Cedar City, UT

Bachelor's Degree in Computer Science | Minor in Mathematics

Experience

Frontend Developer Internship

May 2024 - Current

Frontend Simplified

- Transformed a completely static HTML, CSS, JavaScript and React single page application into an interactive user interface using animations, transitions and carousels
- Processed API requests with Axios to dynamically represent data from a cloud server and represented it through skeleton loading states, pagination and dynamic routing
- Utilized Git version control and the GitHub interface to work and thrive in a virtual and collaborative team environment

Freelance Frontend Developer

Feb 2024 - Current

Self Employed

- Delivered 2 professional websites using HTML5, CSS3 (+ SCSS, BEM), JavaScript and React best practices
- Improved website performance by compressing, caching and lazy loading images and components
- Included SEO, responsive, multi-platform and hosting support, enabling their website to be used by any browser or device in the world

Frontend Developer Support

May 2024 - Current

Frontend Simplified

- Supported 1,000+ students using HTML, CSS, Flexbox, JavaScript and React best practices
- Utilized debugging best practices using Google Chrome inspect element tooling
- Simplified difficult programming concepts including responsive website development, CSS layout, Promises and API requests

Projects

Personal Website | [Website](#) | [GitHub](#)

- Highlighting my major programming and math skills, this website contains my complete catalog of projects

Cryptocurrency Trading Application | [Website](#) | [GitHub](#)

- Created a trading app with the functionality of comparing, selecting, and viewing over 14,000 crypto currency coins

Netflix Clone | [Website](#) | [GitHub](#)

- Developed fully responsive a netflix clone with RESTful API, cloud authentication, and animating carousels

Trojan Warrior Video Game | [Play](#) | [Website](#)

- Created a 2d video game in Unity using C#, where the player defends against the onslaught of the undead

Technical Skills

Languages: HTML5 | CSS3 (+ SCSS, BEM) | JavaScript ES6+ | Typescript | Python | C++ | C#

Frameworks: React (+ hooks) | Next.js | Material-UI | Redux | Recoil | React Hook Forms

Technology: NPM | Git | Yarn | React dev tools | React Player | Firebase v9 | GitHub | Tailwind | Adobe | Unity