

Dan Carlton

Full Stack
Software Developer

Contact

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✉️ danc@dancarlton.com

Portfolio

dancarlton.com

github.com/dancarlton

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Skills

HTML

CSS

Javascript

React.js

React Native

Next.JS

Node.js

MongoDB

Express

PlayCanvas

OOP

Web Accessibility

Git

GitHub

Education

Certifications

Current

Coursera: Qlik Sense Certification

Harvard University

Current

CS50: Introduction to Computer Science

CS50: Mobile App Development with React Native

San Diego State University

Summary

Experienced Software Engineer with a focus on mobile apps, responsive websites, AI, and data architecture. Proficient in designing and implementing front-end and back-end web applications with an innovative, detail-oriented approach. Acknowledged for exceptional documentation, and clear team communication. Eager to contribute to a dynamic team of developers at the forefront of technology, leveraging my professional experience in frontend, backend development, and data systems in both autonomous and collaborative settings.

Work Experience

Rinse / Lead Developer & Project Manager

OCTOBER 2023 - PRESENT, REMOTE

As the Lead Developer and Project Manager for "rinse," I spearheaded the development of an eco-friendly, on-demand car washing service app. My role involved comprehensive project management, technical development, team coordination, and implementation of innovative features using the MERN stack.

- Defined project specs and led a team of developers, resulting in a cohesive and efficient app-building process
- Developed key app components and managed the Git repository, enhancing code quality and project progress
- Integrated user-friendly design elements, significantly improving user experience and accessibility
- Introduced advanced features like geolocation and a calendar-based system, elevating user convenience and app functionality
- Implemented effective email and push notification systems, leading to improved user engagement and satisfaction

StoryFile Inc. in Collaboration with Meta / Junior Software Developer

APRIL 2023 - OCTOBER 2023, LOS ANGELES

Played a pivotal role in creating a groundbreaking VR/AR experience for Meta in collaboration with StoryFile Inc. The interactive conversation platform featured a Holocaust survivor, garnering global recognition and positive press feedback. The project will be exhibited in prestigious museums worldwide and screened at the White House, leaving a lasting impact on viewers.

- Contributed to front-end development efforts to enhance user experience and provide seamless navigation
- Diligently identified and resolved over 200 bugs and delivered over 50 successful branches prior to deployment
- Created automated and manual test strategies to ensure product quality
- Resolved CSS/JS multi-browser compatibility issues and optimized front-end performance along with ADA compliance
- Revamped and optimized HTML and CSS files, resulting in a 20%

B.A. in Business Administration
(Marketing)

Freelance

Edgewood Renewables (Web Application)

I designed and developed a website for Edgewood Renewables, a prominent player in the renewable biofuel diesel industry with over \$200 million in assets. Through strategic optimization and enhancements, I achieved a remarkable increase in the website's traffic and engagement, boosting its volume by over 2000%.

Jarvis (React Native App)

Recreated Tony Stark's Jarvis from the iconic Iron Man series in the Marvel Universe. Utilized the power of React Native to build an immersive mobile application that seamlessly integrated with multiple APIs from OpenAI, enabling advanced features and interactions.

TravelWise (React Native App)

Desktop and mobile responsive application that served movie recommendations based on user search preferences utilizing Google AutoComplete API and Travel Advisor API.

FlickPedia (React Native App)

User friendly immersive and responsive fully functional movie application utilizing DatabaseMovieDB API.

- reduction in load time and enhanced website performance
- Reorganized document files, improving team efficiency by 30% and facilitating easy access to essential project resources
- Mastered a new platform (PlayCanvas), contributing to the successful development of 5 interactive VR/XR experiences
- Utilized and managed Monday boards and bug submission forms, increasing task completion rates by 25%
- Trained AI models to provide personalized user interactions, contributing to a 15% boost in user engagement and satisfaction

100Devs Agency / Software Developer

OCTOBER 2022 - APRIL 2023, LOS ANGELES

As a key contributor to a collaborative development team, I played a pivotal role in building modern, responsive web applications, adhering to industry best practices. My leadership and organizational skills were instrumental in guiding multiple engineers, effectively translating customer requirements into successful project implementations and driving innovative design ideas.

- Engineered robust and scalable full stack web applications with a strong emphasis on semantic structure
- Built semantically structured full stack web applications
- Applied agile methodologies like SCRUM for project management
- Participated in the full lifecycle of product development from concept to deployment
- Leveraged Figma to craft visually stunning front-end applications, delighting clients with captivating design solutions

Travel Bugs, LLC / Founder

OCTOBER 2022 - APRIL 2023, LOS ANGELES

As the visionary founder of a multiplatform travel startup, I spearheaded a unique venture that aimed to combine real estate investment, travel booking, and an innovative travel game. Our platform aimed to empower users to explore the world, support local businesses, and be rewarded for their adventures, creating a transformative and engaging travel experience.

- Established a company of 17 people that worked toward creating a transparent Booking Platform with 627 properties around the world and a mobile travel app
- Grew a community of 5,000 travelers willing to share their favorite locations on our app
- Designed the company website and marketing campaign that reached over 50,000 people with a budget of \$500
- Built an interactive website using three.js