Daniel Marcoux

Software Developer

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EDUCATION

B.S. in Computer Science, Albright College   *December 2016*

⇢ Independent Study: Artificial Intelligence. *(Python, Theano, CUDA, OpenCV)*

CURRENT PROJECT

Web and Mobile Developer, Noted   *Summer 2016 - present*

⇢ Front End: Developing and maintaining a React (JavaScript) landing page and React Native (JavaScript) mobile application. *(ES6, Redux, Redux Sagas, Webpack, Git)*

⇢ Back End: Developing and maintaining an Express server and MongoDB database. *(AWS, Ubuntu Server, NodeJS, Mongoose, GraphQL)*

PREVIOUS PROJECTS

Music Theory Website

Developed a website to teach piano and music theory. The design was written in HTML/CSS, and I created interactive pianos using JavaScript.

Python Notebook

Created a collection of Jupyter Notebooks to catalogue my experience learning Computer Science. Topics range from basic input and output to algorithms, data structures, and artificial intelligence.

OpenGL Trackball Controls

Programmed a scene of spheres orbiting each other for a Computer Graphics course final project and developed my own trackball controls using C++, OpenGL, and GLUT.

Full Stack Hangman App

Designed a hangman game with HTML/CSS/JS which utilized the fetch API to get a random word from a random word endpoint. Implemented authentication and authorization using cookies and hashing libraries, and built a custom server and database in Python using the base HTTP server and SQLite3.