

DANIEL FENECK RESUME

Software Developer / Programmer

Summary

Passionate programmer skilled in many different coding languages with a keen focus on appealing & functional UI, well-designed object-oriented systems, APIs, and databases. Experienced in many different fields of development including front-end, back-end, AWS cloud, app, and simulation & game development. I began coding in Visual Basic when I was in high school, and then went on to study it at the Academy of Interactive Entertainment in 2010, achieving multiple qualifications, stopping just one semester short of achieving my Bachelor of Games and Virtual Worlds in Programming, which I would like to finish one day. Since then I've been busy working on different projects both personal and professional giving me over a decade of experience as a programmer.

Education & Development

Ongoing:

Bachelor of Games and Virtual Words (Programming)
Academy of Interactive Entertainment & Canberra Institute of Technology

Completed:

Graduate Diploma of Management (Learning)
Academy of Interactive Entertainment (2013)

Advanced Diploma of Professional Game Development
Academy of Interactive Entertainment (2011)

Cert IV in Interactive Entertainment
Gympie State High School (2009)

Queensland Certificate of Education
Gympie State High School (2008)

Cert II in Information Technology
USC Gympie (2007)

Work Experience

Software Developer

Achieve Corp. (2020 – 2024)

Full stack web development working with local Linux servers, containers, and AWS cloud infrastructure. With tasks such as maintaining, improving efficiency & adding new features to legacy software, creating new software, debugging, data extraction, testing, documenting, staff support, & managing client expectations.

PHP TS JS Angular Laravel Django AWS SAM NodeJS Python NodeRed SQL PostgreSQL GIT
Ansible Docker Java Quarkus Jira Confluence

Full-Stack Web Developer

ABN Contracting (2018 – 2019)

Designing and building a complete online store front with adequate backend management tools to meet the client's expectations & needs with a future proofed design with supporting help documentation while assisting in getting it hosted and running.

PHP JS HTML CSS Wordpress

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Co-Lead Programmer

Queensland State Government: Online College of Coding (2016 – 2017)

Code, video record, and document step by step programming training manuals on how to create copywrite friendly clones of classic video games intended for teachers to use in classrooms around Queensland, targeting various different class years and skill levels.

C# .NET Unity GML Video Editing Voice Recording

Lead Programmer, Director, Webmaster

3Fault (2013 – 2015)

A small start-up of programmers and artists working on Unity games with web-integration, as well as websites and simulations.

C# .NET Unity HTML PHP CMS Team Management Project Management

Online Course Teacher

Academy of Interactive Entertainment (2014 – 2015)

Teaching students of all age's C# programming and helping them through their very first small project, everything from design all the way to the final build, as well as the basics from software-development life-cycle management techniques such as scrum.

C# Unity Debugging

Holiday Course Teacher

Academy of Interactive Entertainment (2012 – 2015)

Teaching children different courses over many different holiday periods. These courses ranged from basics of coding, to Modding Minecraft, basics of Unity/Unreal and would typically last for a couple of days over the holiday period.

C# Unity

Quality Assurance

Micro Forté Studios (2010)

Work bound by NDA.

Development Team Manager

Green Tree IT (2009)

Managing online developers working on web projects for clients and ensuring deadlines were met by helping get it over the line by assisting in minor adjustments where needed, allocating more resources or managing client expectations where needed.

Dreamweaver HTML CSS Team Management

IT Technician Traineeship

Gympie Regional Council (2007 – 2008)

Helping the Gympie Regional Council manage their IT infrastructure and daily computer operations by fulfilling staff help requests in person and phone, as well as computer repairs (both software and hardware), PC installations & upgrades, and taking care of weekly off-site backups.

Helpdesk Support On-site Support

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Skills & Competencies

Programming Languages:

C# PHP JS TS HTML CSS SQL PostgreSQL Python Java C++ C VB GML

Programming Frameworks:

.NET Angular Laravel NodeJS AWS SAM Xamarin Django

Dev Tools & Technologies:

GIT Ansible Keycloak Docker Jira Confluence

Common Software:

Windows OS Office365 Visual Studio PhpStorm WebStorm Unity Dreamweaver MySQL pgAdmin

Core Personal Skills:

Teamwork Research & Strategy Emotional Intelligence Attention to Detail Perseverance