

# Daniel Stelljes

Broken Arrow, OK

Full Stack Web Developer

918-706-2886

[Email](#)

[LinkedIn](#)

[GitHub](#)

[Website](#)

## EDUCATION

Atlas School, Tulsa, OK

Expected December 2025

*Diploma in Computer Science and Full-Stack Web Development*

A peer-driven, project-based, 20-month engineering school in Tulsa, Oklahoma. Beginning with core computer science fundamentals, including C and Linux Bash scripting, the curriculum advances to Full-Stack Web Development, spanning three-fifths of the program and covering front-end, back-end, and full-stack web development.

**Honors & Awards:** Distinguished Honor Roll, Perfect Attendance

Tulsa Technology Center, Jenks, OK

May 2022

*Mobile App Development*

**Honors & Awards:** Director's Honor, Perfect Attendance

## SKILLS

- **Front End Languages:** HTML, CSS, XML, JavaScript, TypeScript
- **Back End Languages:** SQL, JavaScript, TypeScript, Python, Kotlin, Rust, C, Bash
- **Tools & Frameworks:** Git, GitHub, Firebase, MongoDB, Docker, Bootstrap, Tailwind, React, Next.js, Express, Flask
- **Others:** Linux (Fedora, Ubuntu, Mint), Windows, Android, JetBrains IDEs, project management, troubleshooting, database management, continuous integration, photo editing, drone piloting, oral and written communication

## PROJECTS

CodeMaze [github.com/Zytronium/CodeMaze](https://github.com/Zytronium/CodeMaze)

April 2022 - July 2024

*Solo Head Developer*

- Minigame developed for an App Challenge school project, which evolved into the final project
- Expanded to include 12 game modes, 12 difficulties, and game settings, increasing content and user engagement
- Built with Android Studio, utilizing Kotlin and XML, and published to the Google Play Store

Infinite 8-Bit Racing [github.com/Zytronium/8Bit\\_Racing](https://github.com/Zytronium/8Bit_Racing)

2022 - present

*Solo Head Developer*

- Mobile game based on a handheld digital racing game, remastered to include 4 difficulties, 4 themes, and more
- Developed without a game engine, utilizing Kotlin and XML in Android Studio, and published to Google Play

Astralis: The Text Adventure [zytronium.github.io/atlas-hack\\_sprint\\_adventure/](https://zytronium.github.io/atlas-hack_sprint_adventure/)

December 2024

*Project Manager, Mobile App Developer*

- "Hack Sprint" final project for the second trimester at Atlas School, developed for desktop and mobile
- Built with HTML, CSS, JavaScript, Kotlin, and XML, using Firebase Firestore to store and retrieve story data

The Faction Nexus [thefactionnexus.tech/](https://thefactionnexus.tech/)

December 2024 - present

*Head Developer*

- Ongoing passion project envisioned as an online tool and secondary community hub for Starscape players
- Developed with HTML, CSS, JavaScript, Express, and Firebase, storing 40+ factions and 50+ articles and counting

Star Trek Battle Engine [startrebattlesim.zytronium.dev/](https://startrebattlesim.zytronium.dev/)

August 2025

*Project manager, Lead Developer, Database Manager*

- A full-stack turn-based multiplayer game built with Express.js, WebSockets, and PostgreSQL via Neon
- Designed AI and PvP systems with real-time matchmaking, spectating, and strategic combat logic