

ASHLEY MCDANIEL

Seeking a full-time position as an Software Engineer

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PROJECTS

SPACE MILITIA GAME

https://github.com/ASHTM15/Space_Militia_Game

Senior Design Project

- Space Militia is a first-person shooter video game with puzzle solving elements built using the Unity engine with scripts written in C#.
- Designed and built the game's levels and puzzles, added Level 1 UI, and animated the game's gates and doors.
- Used Scrum methodology to develop and complete tasks in three sprints.

R'BUDGET

https://github.com/ASHTM15/R_Budget | <https://www.rbudget.xyz>

Budgeting Web Application

- Created a budgeting web application developed to help college students keep track of their expenses with JavaScript, HTML5, and CSS.
- Built and maintained a working database using Google's Firestore Firebase
- Used Scrum methodology with Trello to manage four team sprints and wrote user stories with assigned story points for each task.
- Developed monthly money statements, goals, spending recommendations, and was responsible for testing and verifying other team member's code.

HOTEL DATABASE MANAGEMENT SYSTEM

https://github.com/ASHTM15/Hotel_Database_Management_System

Project Modeling a Hotel Database

- Developed a working Hotel Database System in PostgreSQL to track information from different hotels, such as the rooms owned, room maintenance, managers, bookings, and customer information.
- Created UI using Java with data validation and error checking to allow for user friendly database queries and overall improved user experience.

8-PUZZLE SOLVER WITH A* ALGORITHM

https://github.com/ASHTM15/Project_A_Star_Puzzle_Solver

Program uses A* algorithms to solve an eight-puzzle

- An informed path search algorithm using different variations of the A* algorithm to determine the path of least cost, such as least distance traveled, from starting point to goal.
- The program written in C++ will tell the user the number of nodes expanded and max nodes in queue needed to solve eight-puzzle.

BELIVELY

<https://github.com/ASHTM15/BeLively> | <https://www.belively.xyz>

Home Workout Web Application

- An subscription-based business model design and web application that offers online at home workouts by professional instructors.
- Developed separate sign in, sign up, and profile pages for both the student and instructor, helped create database layout and added functionality categories for the instructor's videos.

SUMMARY

Computer Science graduate with a passion for solving problems looking for a position as a Software Engineer. Experienced in object-oriented programming with a strong foundation in software engineering principles. Enjoys collaborating with a team to engineer innovative solutions that improve user experiences.

EDUCATION

B.S. Computer Science

University of California, Riverside

06/2020 Riverside, CA

FIND ME ONLINE



LinkedIn

www.linkedin.com/in/ashley-t-mcdaniel

SKILLS

LANGUAGES PROFICIENT

C/C++

JavaScript

Java

LANGUAGES FAMILIAR

SQL

Python

HTML5

CSS

DATABASES

Firebase/Firestore

PostgreSQL

VERSION CONTROL

GIT

RELEVANT COURSEWORK

Intro to Software Engineering

Software Testing and Verification

Database Management Systems

Intro to Artificial Intelligence

Computer Graphics

Intermediate Data Structures and Algorithms

STRENGTHS



Team Player



Creativity



Collaboration