

# Ashley McDaniel

Seeking a full-time position as a Software Engineer

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## PROJECTS

### SPACE MILITIA GAME

[https://github.com/ASHTM15/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://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.

### 8-PUZZLE SOLVER WITH A\* ALGORITHM

[https://github.com/ASHTM15/Project\\_A\\_Star\\_Puzzle\\_Solver](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.

### HOTEL DATABASE MANAGEMENT SYSTEM

[https://github.com/ASHTM15/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.

### 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 build 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](http://www.linkedin.com/in/ashley-t-mcdaniel)

## SKILLS

Bootstrap   NodeJS   DOM   jQuery

NPM   ExpressJS   REST

GIT   PostgreSQL   Firebase

Languages

C/C++   JavaScript   Java

SQL   HTML   CSS   Python

## 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

 Collaboration

 Creativity