

Daniel Dix

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LinkedIn linkedin.com/in/daniel-dix

🧠 SKILLS

Game Development

Artificial Intelligence

Web Development

Full-Stack

UI Design

Microsoft Office

Word, PowerPoint, Excel, Teams

60+ WPM Typist

Time Management

Critical Thinking

Interpersonal Skills

🏡 ORGANIZATIONS

Tau Beta Pi

2023 – present

National Society of Collegiate Scholars

2023 – present

Alliance of Latin and Hispanic Students

Vice President

08/2022 – 03/2023

Owls Esports Gaming Club

2022 – 2024

🎓 EDUCATION

Bachelor of Science in Computer Science, Minor in Artificial Intelligence

Florida Atlantic University

08/2021 – 08/2024 | Boca Raton, Florida

Summa Cum Laude

💻 PROGRAMMING LANGUAGES

Python



Godot



JavaScript

Back-end



HTML & CSS



📁 PROJECTS

The Fable of Godette

01/2025 – 06/2025

- Action-adventure indie game, responsible for all programming, game design, cutscenes, and ui.
- Created on Godot 4.3. Includes a shop system, mini map system, enemy ai, pathfinding, and lock-on targeting.

B.O.W.S.E.R. ↗

Battlefield Optimization for Weapon System Engagement Resiliency

10/2023 – 04/2024

- Worked with a group of students in conjunction with Infinity Labs (DoD) to optimize and assess multiple algorithms abilities to protect critical infrastructure from threats.
- Improved the efficiency and efficacy of a deep Q-network.
- Used CustomTkinter to create a practical, easy to use GUI.

Social Shop ↗

10/2023 – 12/2023

- Worked with a group of students to create a website with the purpose of streamlining household purchases.
- Utilizes Rainforest API for product searches.
- Back-end development using express.js with swagger for API documentation.
- Database configuration using MongoDB.
- Developed containers, and deployment using Docker and Heroku.