

Daniel Dix

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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.