

DANIEL PERALTA

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EDUCATION

Los Angeles Harbor College

Associates in Liberal Arts and Sciences

Aug. 2017 - Jun. 2021

University of California, Santa Cruz

Bachelor of Science in Computer Science

Sep. 2021 - Mar. 2024

California State University Long Beach

Pursuing Masters in Computer Science

*Expected Graduation,
May 2026*

EXPERIENCE

Food Service Worker

University of California, Santa Cruz

Sep. 2022 - Jun. 2023

- Assisted cooks, cleaned tables, and washed dishes.
- Served meals to thousands of students.

Event Staff / Tech Crew

University of California, Santa Cruz

Sep. 2023 - Mar. 2024

- Provided technical support for events at UCSC.
- Assembled and operated sound, video, and lighting equipment.
- Awarded for service and leadership to the College Nine community.

PROJECTS

Parking App for UCSC | *HTML, CSS, Javascript, JSON, Node.js, Leaflet.js Library, Docker, Git*

- Developed a web application for students to view and report the statuses of parking lots around UCSC.
- Collaborated with a team whilst utilizing SCRUM to manage development.
- Collected and recorded data on parking lots around campus.
- Presented the project in person to other computer science students.

Behavior Tree Agent | *Unity, C#, Git*

- Implemented a behavior tree for an agent that collects treasure and avoids enemies.
- Developed a simple procedural level generation system for the agent to traverse.
- Presented virtually to other students interested in artificial intelligence in video games.

Flexible Scenario Generation | *Godot, GDscript, Python*

- Developing a pipeline capable of generating road models from images within a simulator built in Godot.
- Collaborating with Dr. Xin Qin at CSULB to develop a platform to test cyber-physical systems safely.

Portfolio Website | *HTML, CSS, Javascript, Figma*

- Developed a personal website to showcase past projects and my work experience.
- Designed the website using Figma

TECHNICAL SKILLS

Programming Languages: Python, HTML, CSS, Javascript, C, C++, GDScript

Developer Tools: VSCode, Git, Docker, Godot, Unity

Media Tools: Adobe Premiere, After Effects, Photoshop, Open Broadcaster Software

Operating Systems: Windows, MAC

Office Tools: Microsoft Word, Excel, PowerPoint

Setting up and operating audio, video, and lighting equipment

