

# Daniel J. Mulenda

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## EDUCATION

### Georgia Institute of Technology

*Bachelor of Science in Computer Science*

**GPA: 3.29 / 4.00**

*(Expected Graduation Date: December 16<sup>th</sup> 2023)*

### Georgia State University

*(Fall 2018 – Fall 2020)*

**GPA: 3.72 / 4.00**

## EXPERIENCE/RESEARCH

**Undergraduate Researcher in VIP Program** (*Georgia Institute of Technology/Atlanta, GA*) (January 2022 – May 2023)

### Back-end Developer

- Conducted comprehensive correlation analysis between exam formats and academic performance based on research papers and school datasets.
- Develop a robust API using Flask and Heroku to process PDF files and extract relevant keywords for analysis.
- Designed and implemented an API to represent three difficulty indicators derived from Keyword analysis results.
- Utilized data-driven insights to contribute to understanding the relationship between exam structure and student achievement.

### Project Manager

- Effectively onboarded new team members, integrating them and aligning them with project objectives.
- Drafted and maintained comprehensive semester team schedules, optimizing resource allocation and task distribution.
- Led productive weekly meetings; documented and communicated sub team progress effectively.
- Managed weekly task assignments to sub teams, clarifying roles, responsibilities, and project milestones.
- Maintained open communication channels between team members and program professors, nurturing collaboration.

**Software Engineer Intern** (*Congo Coders /Kinshasa, DRC*)

*(July 2022 – August 2022)*

- Participated in the on-site(beta) testing of a new product the company built for one of its clients.
- Developed API to incorporate standard deviation, mean and median calculation for data samples using Spring boot and MySQL.

## SKILLS


**Programming language: Java, Python**

**Framework/Tools/IDE:** Visual studio code, IntelliJ, PyCharm, Eclipse, GitHub (Cli & Desktop), Spring boot

**Additional skills:** HTML & CSS (basic)

**Language:** French (native), English (fluent), Spanish (basic)

## PROJECTS

**Tower defense Game** (*Georgia Institute of Technology*) 

*(Spring 2022)*

- Collaborated in a group of four to design an engaging tower defense game using JavaFX and Scene Builder.
- Developed the backend API with Agile methods and Test-Driven Development (TDD) for robust functionality.
- Utilized GitHub for version control, promoting seamless teamwork and comprehensive change tracking.
- Drafted compelling project presentations using video editing tools such as iMovie and QuickTime Player to effectively convey concepts and outcomes.

**Machine Learning Model**-Validity of news posts on social media (*Georgia Institute of Technology*) *(Spring 2023)*

- Executed feature reduction techniques utilizing TF-IDF and Principal Component Analysis (PCA) to enhance model efficiency and accuracy.
- Employed Pandas for data manipulation and harnessed the power of the Matplotlib library for data visualization to unveil insightful patterns within the dataset.
- Spearheaded the development and continuous upkeep of a comprehensive group website. Leveraged HTML, CSS, and GitHub for hosting to create an accessible hub for documentation, resources, and project progress tracking.