DANIEL MORALES

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Education

University of North Texas **Denton, TX**
Bachelor of Science – Computer Science | **GPA: 3.50/4.00** *8/2019 – 12/2022*
Coursework: Data Structures, Systems Programming, Computer Networks, Software Engineering, Game Programming, Artificial Intelligence
Awards: Dean's Excellence Scholarship, 1st Place in NSBE Hackathon 2020
Honors: Dean's List, Presidents List, Cum Laude

Certifications & Training

MOS Certified/MOS Master *(Verifycertiport.com, 895o-uSw8 and wCQTE-48Xa)* *6/2019*

- Microsoft PowerPoint 2016
- Microsoft Excel 2016/2019/Expert
- Microsoft Word 2016/2019/Expert
- Microsoft Access 2016
- Microsoft Outlook 2016

Skills

Software: Visual Studio 2019/Code, Git, Microsoft Office Suite, Notepad++, Blender, ARM DS-5, Atom, Windows, Linux

Programming Languages: C, C++, Python, Java, ARMv8 Assembly, Dart, Bash

Technologies: HTML, Flutter, Amazon Web Services, Android Dev Kit, DirectX 12, PuTTY, WinSCP, Anaconda, Spyder, VirtualBox

Experience

Glia Health **Denton, TX**
Front/Back End Software Developer *1/2022 – 5/2022*

- Programmed portions of the front-end application and added functionality to allow for the user to edit and save changes to their profile
- Helped integrate portions of the back end into the user app

Texas Wesleyan University **Fort Worth, TX**
Upward Bound/Upward Bound Math & Science Temporary Program Assistant *6/2022 – 7/2022*

- Was responsible for managing and verifying large amounts of student data and compiling it into a compact, more readable format
- Worked in a team to ensure that the program operated smoothly

Projects

Custom Tic-tac-toe AI [Python] *5/2022*

- Created two forms of AI, a simple reflex agent and Markov decision based one, to play Tic Tac Toe
- Implemented a program pitting 2 forms of AI against each other in Python3 using the Spyder IDE
- Ran 2 tests, 100 games each, and compared how the two performed against each other with varying rewards levels

Small Top Down 2D Game – [C++, LARC Engine, DirectX 12] *12/2021*

- Made simple 2D game using OOP design principles, where objective is to eliminate all targets
- Built in using C++, DirectX 12, and UNT's proprietary LARC Engine
- Implemented features such as power-ups and Xbox controller support

Command Line Interpreter – Bash Shell [C] *5/2021*

- Built a command line interpreter that operates in batch mode and interactive mode like a standard UNIX/Linux bash shell
- Facilitated user to change directory, path, get history, create aliases, and exit and executed functions for pipelining and redirection
- Achieved working communication between server and client

Parking System [C++] *12/2020*

- Implemented a program allowing users permissions based on ID number (admin, manager, customer)
- Collaborated with 3 team members using Agile methodology to ensure proper organization and timely delivery
- Tested and debugged program to confirm project met given requirements and quality standards

Organizations

Society of Hispanic Professional Engineers | *University of North Texas* *9/2019 – 12/2022*

- Participated in the 2020 NSBE Hackathon, in a team of 4 to come up with a project to help out local businesses
- Tutored and helped other members understand certain topics in Computer Science
- Was one of the UNT SHPEHackerz Directors from Sept 2020 to May 2021

Lorotech | *Polytechnic High School* *2018 – 2019*

- Participated in the First Tech Challenge Robotics Competition in 2018 and 2019 as a programmer and assistant builder
- Participated in the Lockheed Martin Code Quest Competition in 2019