

# Daniel Morales

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## Education

### University of North Texas

Bachelor of Science – Computer Science | **GPA: 3.437/4.00**

**Denton, TX**

8/2019 – 12/2022

Coursework: Data Structures, Systems Programming, Computer Networks, Software Engineering, Game Programming, Artificial Intelligence

**Awards:** Dean's Excellence Scholarship, 1<sup>st</sup> Place in NSBE Hackathon 2020

**Honors:** Dean's List

## Certifications & Training

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

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 ASM, 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 – Present

- 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