

# Daniel Almanza

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## Education

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**Texas State University San Marcos**

Expected May 2026

Bachelor of Science in Computer Science

GPA: 3.1

**Relevant Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Computer Architecture, Assembly Language

## Technical skills

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**Languages:** Knowledge of C++ Java, HTML/CSS, Javascript, bootstrap, and python.

**Other Frameworks & Technologies:** Git/GitHub,

**Development tools:** Xcode, VSCode, Linux.

## Projects

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**HTML website** March 5, 2024 – present

- Developed a personal website hosted on GitHub using HTML, and CSS, a bit of JavaScript, and bootstrap
  - The website holds more details about myself, my projects, and my resume. Uses a mix of CSS, JavaScript, and bootstrap for design. The bootstrap is used so you can view the site on a phone.

**Guessing game** March 5, 2024 – present

- Developed a small guessing game using C++
  - The game is a normal random number generator that expands the harder difficulty, and the player has several chances depending on the difficulty.

**Chess game** March 15, 2024 – present

- Developed a chess game with a partner in Java
  - This game is chess using Java has a GUI and multiple packages holding the board, pieces, and the game initiation.

**Roguelike game** November 4, 2024 - present

- Developed a roguelike game in python using pygame that generates random rooms each time the code is ran and has moving enemies with a basic combat system.

## Skills

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**Good communication:** Easily able to form relationships

**Team Player:** works efficiently in a team environment

## Extracurriculars

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**Texas State .EXE**

*Member*

October 15, 2024 – Present

**Google cybersecurity professional certification**

October 3, 2024 – Present