

Daniel Basarab

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EDUCATION

Bachelor's in Computer Science

Expected Graduation: May 2025

Washington State University

GPA: 3.88

Coursework: Algorithms, Data Structures, IDEs, Linux, Bash Scripting, System Calls, Compilers, Relational Databases, Database Diagrams, Software Design methodologies, Agile, Scrum

COMPETITIONS



3rd Place - ICPC 2023 Oregon Location

Competed in a 3 person team at the 2023 International Collegiate Programming Contest (ICPC), earning 3rd place in the Oregon location, showcasing skills in algorithmic problem-solving under time constraints.

SKILLS

- **Programming Languages:** Python JavaScript HTML CSS C/C++ Java
- **Tools:** React Next.js MongoDB SQL Firebase Git GitHub
- **Certifications:** AWS Cloud Practitioner



WORK EXPERIENCE

Social Media Coordinator / Support Admin at Fameswap

Nov 2021 – Sep 2022

- Identified issues with the chat UI and gained buy-in to implement changes, leading to a 20% increase in on-site communication between users.
- Strengthened support documentation, streamlining user guidance and reducing repetitive support queries by 30%.
- Handled 500+ support requests, resolving user concerns and assisting sellers effectively.

PROJECTS

Virtual Vortex <https://github.com/DanT52/VirtualVortex>

- Developed a React.js website featuring a JavaScript snake game and terminal with fun commands.
- Implemented authentication and high-score tracking.
- Built using React.js, ChakraUI, with Firebase for auth and high-score tracking.
- Delivered an interactive web app with real-time score tracking.

MiniFTPsystem <https://github.com/DanT52/miniFTPsystem>

- Developed a client-server FTP system in C using Unix TCP/IP sockets for Linux OS.
- Implemented key features like file transfer, directory listing, and session management.
- Ensured error handling with server-side logging and a robust client interface.

Bitmap Compression Visualizer <https://github.com/DanT52/351visualization>

- Worked with a 6-person team on a professor sponsored project designing a responsive visualization for bitmap compression.
- Designed and developed a web demo for WAH compression using HTML, JavaScript, and Canvas.
- Added user controls to step through the compression process interactively.
- Worked on improving features based on input from students using the application.

Sylvia Game <https://github.com/DanT52/Sylvia>

- Worked with a 6-person team to develop a turn-based roguelike game using the Godot game engine and GDScript.
- Developed a state machine for card interactions like drag and dropping.
- Wrote and integrated unit tests for components such as food counters, character actions, and the health system.
- Improved battle scene UI by adding interactive features like lighting up possible moves.