

Daniel Basarab

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EDUCATION

Bachelor's in Computer Science

Graduation: May 2025

Washington State University

GPA: 3.91

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 Docker
- **Certifications:** AWS Cloud Practitioner



WORK EXPERIENCE

Social Media Coordinator / Support Admin at Fameswap

Nov 2021 – Sep 2022

- Collaborated with the development team to identify issues with the chat UI and gained buy-in to implement changes, leading to a 10% increase in on-site communication between users.
- Strengthened support documentation, streamlining user guidance and reducing repetitive support queries by 30%.
- Communicated directly with users, sellers, and other support team members to handle 500+ support requests.

Web Developer at Rose City Roll

Feb 2025 – Present

- Developed and maintained a website for an upcoming event as a volunteer. github.com/DanT52/roseCityRoll.
- Collaborated with event organizers to gather requirements, implement features, and refine the platform.
- Built React Vite website styled with Tailwind CSS utilizing a FastAPI backend and FastAPI-Users for authentication.
- Designed an admin dashboard for organizers to manage content, post announcements, and toggle site features.
- Deployed and managed the project with Docker and Docker Compose for efficient updates.

PROJECTS

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>

- Collaborated with a 6-person team to develop a turn-based roguelike game using the Godot game engine and GDScript.
- Worked closely with teammates to design and implement a state machine for card interactions.
- Coordinated with team members to write and integrate unit tests for core game components.
- Enhanced the battle scene UI based on team discussions, implementing interactive elements like highlighting possible moves.

Car Price Prediction <https://github.com/DanT52/CarPricePrediction>

- Developed a Random Forest Regressor model to predict car prices based on a Kaggle dataset.
- Preprocessed data by handling missing values, extracting features, and encoding categorical variables.
- Built an interactive web application for custom price predictions using FastAPI backend and React.js frontend.
- Optimized model hyperparameters using GridSearchCV.