

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.

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.

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.

Book Recommender <https://github.com/DanT52/BookRecommender>

- Built a web app providing personalized book recommendations powered by OpenAI's API.
- Integrated Google OAuth2 for secure authentication and MongoDB for persistent cloud storage.
- Enabled seamless user interaction with features like clipboard copy, quick search, and local storage.