Daniel Enis

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EDUCATION

University of Texas at Dallas

Richardson, TX

Bachelor of Science in Computer Science

Enrolled Aug 2024 - Expected May 2028

 Relevant Coursework: Discrete Mathematics, Data Structures and Algorithms, Computer Architecture, Computer Science 1 and 2

TECHNICAL SKILLS

Proficient: JavaScript, Python, HTML, CSS, React.js

Experienced: C++, Java, Azure, Express.js, Node.js, GitHub, Git, VS Code

Learning: Tailwindcss, Bootstrap, MongoDB, Firebase, AWS, Docker, Pandas, Tensorflow

EXPERIENCE

Association of Computer Machinery (ACM)

Richardson, TX

Mentee

Aug 2024 - Present

- Attended multiple workshops including AI chatbot building, web development, and GitHub version control.
- Developed technical skills through hands-on learning and peer collaboration in targeted workshops.

Dallas Formula Racing - SAE Software Division

Richardson, TX

Software Team Member

Aug 2024 - Present

- Developed Azure Functions for "Star-stream" project to process metric data from racing cars stored in Azure Event Hubs.
- Implemented data formatting and transmission systems to send processed data to MongoDB.
- Utilized Loki for logging functionality and monitoring system performance.

Bricks 4 Kidz Shreveport, LA

Instructor

Summers of 2022–2024

- Instructed summer camp classes introducing elementary STEM concepts using hands-on projects.
- Designed and facilitated activities that encourage collaborative, problem-solving skills in young learners.
- Utilized simple block-based coding languages to teach early programming skills.

Commonground Shreveport, LA

Volunteer

Feb 2018 - Dec 2022

- Organized and distributed food supplies during community events, directly supporting 500+ families.
- Coordinated logistics for Christmas drives, ensuring on-time delivery of donations.
- Recognized for leadership in assisting with community outreach programs.

Projects

Fit Finder AI

Feb 2024 – Present

- Developed a web application using the MERN stack (MongoDB, Express.js, React.js, Node.js) that generates outfit recommendations.
- Implemented natural language processing to parse user prompts into keywords for matching with clothing elements.
- Integrated multiple external APIs including RapidAPI and OpenAI to fetch clothing data and generate AI images.
- Created a responsive user interface displaying outfit recommendations as cards based on user preferences.

OLL Solver $ext{Jan } 2024 - ext{Feb } 2024$

- Developed a Python-based OLL (Orientation of the Last Layer) solver for a Rubik's Cube, utilizing the Windows terminal to set up a virtual environment and manage dependencies.
- Designed an intuitive graphical user interface using CustomTkinter to allow users to interactively input cube configurations.
- Packaged the application into a standalone exe file using PyInstaller for easy execution on Windows systems.