Daniel Son

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Education

University of Maryland, College Park, MD Anticipated Grad Date: May 2027
Bachelor of Science - Computer Science, Mathematics GPA: 3.8
Coursework:

- Data Structures & Algorithms; Object-Oriented Programming; Computer Systems; Programming Languages
- Linear Algebra; Statistics; Discrete Mathematics; Calculus I, II, III; Differential Equations

Experience

Treasurer **Nov 2024 – Present**
Sigma Phi Delta Fraternity College Park, MD

- Managed semester budgets totaling over $50,000, ensuring accurate tracking of revenue, expenses, and reimbursements to maintain financial transparency and stability
- Streamlined dues collection by introducing incentives for early payments and eliminating delinquent accounts
- Compiled and delivered detailed monthly financial reports to the executive board and general body, enhancing data-driven decision-making and organizational accountability

Ice Cream Scooper **May 2024 – Aug 2024**
Kimball Farm *Westford, MA*

- Served 50+ flavors of ice cream and prepared various treats in a fast-paced environment in a timely manner
- Delivered customer service to 20+ customers per hour by greeting them, providing relevant information, answering questions, and handling transactions
- Maintained workspace by wiping down cabinets, cleaning counters, and restocking supplies daily

Tutor **Nov 2023 – Apr 2024**
Varsity Tutors *Remote*

- Tutored students 1-on-1 on a virtual live-learning platform for Algebra, Trigonometry, Pre-Calculus, SAT Math
- Created 19 unique practice exams (16 questions each) with solutions to address common misconceptions, improving student comprehension and performance
- Maintained a 5.0 average client rating and retained clients for an average of 16.7 sessions per client

Projects

RLCS Predictor ***JupyterLab*, Python**

- Scraped a *Kaggle* dataset containing match data for 10,000+ Rocket League Championship Series eSport matches
- Developed a random forest model using *scikit-learn* and *pandas* to analyze data and predict future match outcomes
- Leveraged rolling averages for team metrics and fine-tuned key predictors, achieving 91.84% prediction accuracy

Slime Skirmish ***Unity*, C#**

- Programmed a 2D survival game in which the player moves a character using keyboard controls and shoots a gun aimed with the mouse to kill and survive an onslaught of "slime" enemies
- Designed a pixelated, forest-themed map with 40+ unique obstacles including stones, rivers, trees, and shrubbery
- Implemented AI pathing, allowing slime enemies to navigate around obstacles and target player

Texas Hold'em Poker ***Visual Studio Code*, Java**

- Recreated *Texas Hold'em Poker* with up to nine artificial intelligence opponents
- Engineered an AI-driven betting capability utilizing probability weights determined by four key factors, enabling AI opponents to wager money based on their hand strength
- Designed an evaluation framework to determine the winning player with the strongest combination of cards

Technical Skills

Languages: Python, Java, C, C#, JavaScript, HTML/CSS, LaTeX, R
Developer Tools: Github, VS Code, Eclipse, Unity, RStudio, MATLAB, JUnit
Libraries: pandas, scikit-learn, NumPy