

# Daniel Do

dakdo2001@gmail.com ♦ Garden Grove, CA ♦ <https://github.com/Dankahdo> ♦ <https://www.linkedin.com/in/daniel-do/>

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## EDUCATION

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**University of California, Riverside**

*Bachelor of Science, Data Science*

**January 2022 – March 2024**

*Riverside, CA*

**Orange Coast College, Costa Mesa**

*Associate of Science, Computer Science*

**August 2019– May 2021**

*Costa Mesa, CA*

## NOTABLE EXPERIENCE

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**Student Workforce Development, Jan 11, 2022 – Mar 29, 2022, NASA L'SPACE Academy**

- A workforce development program hosted officially by NASA for students.
- Tasked with developing a space mission proposal to the dark side of the moon using a rover to collect samples and data for research with the intention of it being hypothetically used by Nasa
- Subteam-science; individual role: Data Scientist - Responsible for managing the statistics, budget, and technology that would be applied to an automatic rover to explore and experiment in regards to the dark side of the moon.
- Made use of Microsoft Excel, R, and research skills to devise a proper budget and feasible technologies to plan a rover mission. Conversated and cooperated with the team for options and technological necessities for the creation of a rover to accomplish NASA's assigned mission.

**Citrus Hacks April 29-30, 2023, Devpost (<https://devpost.com/software/im-gon>)**

- Engaged in a high-stakes project contest, collaborating with a teammate to complete a project within a tight 48-hour timeframe
- Demonstrated proficiency in React.js for the front, complemented by HTML, CSS, and Javascript, while employing Flask for our backend API endpoints to deploy a working website with interactive web components for functional use.
- Worked with Yelp API to dynamically generate attraction lists based on geographical coordinates, ensuring a user-friendly experience.

**Hack UCI Jan 29, 2021 – Jan 31, 2021, DevPost (<https://devpost.com/software/tamazotchi>).**

- Project contest with 3 collaborators to create an IOS app utilizing Google API with Python to create a pedometer to track steps and relative whereabouts of populated areas to avoid during COVID-19 in a fun game-like fashion in unity with C# scripting.
- Opportunity to gain experience using c# for app development and learn basics from components to running an app native to IOS. Mixed various technologies for a planned goal. corroborated in scrims making use of sprints for workflow. Experience using and manipulating Google API calls

## SKILLS

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- **Language and Architectures:** C/C++, C#, Python, Java, R, HTML, CSS, Flask, React.js, Node.JS, Matplotlib, Agile, SQL, Typescript
- **Development Tools and IDEs:** Jupyter Notebook, Rstudio, PyCharm, Visual Studio, Vscod, Github, BlueJ, Git, Unity, Godot, Microsoft SQL Server, IntelliJ