

Daniel J. Gramowski

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About

Highly motivated and curious software developer with experience in a wide variety of sub fields. A strong team member that excels as both a team member and team lead. Looking for a co-op for summer and fall(May - Dec.) 2024. Prefer to work in office.

Skills

Programming: C#, Java, Python, C/C++, TypeScript, JavaScript, LaTeX

Miscellaneous: Windows, Linux, Git, Unity, React, Angular, Spring, FastAPI, TensorFlow, PostgreSQL, Scrum

Education

Rochester Institute of Technology

May 2028

BS/MS Software Engineering

GPA: 3.6

Work Experience

Supplemental Instructional Leader

Jan. 2023 - present

Rochester Institute of Technology

Rochester, NY

Led review sessions for Software Development 1 and 2. Shaped a community of learners rather than lecturing.

Webster Technical Support

June 2022 - Aug. 2023

Webster Central School District

Webster, NY

Prepared students computers and other district technology for upcoming year while maintaining accurate records of work done.

Programming Projects

DV Card

Jan. 2024 - Present

Worked on a team as part of GDSC Solution Challenge to create a website that promotes inclusive hiring for people with disabilities.

Built with Angular and Google Firebase.

Trained Terrain

May 2023 - Present

Programmed a website to convert a 2D topography map to a 3D model of the map with machine learning using Python and TensorFlow.

Nutriapp

Aug. 2023 - Dec. 2023

Applied design patterns by creating an website with a team to track user's workouts and meals. Built with Svelte and ASP.net.

Kalara's Last Defense

Sept. 2020 - Apr. 2021

Programmed, 3D modeled, and composed the music for a tower defense game using Unity, Blender, and Muscore; released on itch.io.

Competitions

Halloween Game Jam (RIT)

Oct. 2023

Made *Ghost Jazz*, rhythm game using Unity in 48 hours. Composed the music and coded event scheduling system.

BrickHack 9 (RIT)

Feb. 2023

Created website to upload class notes and share them using FastAPI and React in 24 hours. Responsible for the APIs.

Halloween Game Jam (RIT)

Oct. 2022

Created *Sugar Rush*, a top down bullet hell game using Unity in 48 hours. I created the enemy movement system.

Sparx 1126 FIRST Robotics (Webster Thomas High School)

Oct. 2018 - Apr. 2022

Competed with a robot the team designed and built. On software, mechanical, and electrical sub-teams where contributed to every system. On leadership team senior year.

Recognitions

RIT Music Scholar: French Horn

Eagle Scout: Boy Scouts of America.

Clubs/Interests: Google Developer Student Club, Multi-Disciplinary Robotics Club, Circle K, Racquetball

Club, Rock Climbing, RIT Philharmonic Orchestra, RIT Concert Band, Weightlifting

References

Zachary Butler - Computer Science Professor - zxbvcs@g.rit.edu - 585-475-6155

Mary Beth Spinelli - Supplemental Instructional Director - mbsasc@rit.edu - 585-475-5132