Daniel J. Gramowski

585-280-3207 | djg5455@rit.edu | dannygramowski.com

About

Highly motivated and productive software developer seeking a summer 2025 (May - Aug.) co-op. Independent developer that provides an excellent consistent product. Efficiently implements new technologies. Prefer to work in office.

Skills

Languages: C#, Java, Python, C/C++, TypeScript, JavaScript, SQL
Frameworks: TensorFlow, Docker, React, Angular, PostgreSQL, Spring, FastAPI, Unity

Education

Rochester Institute of Technology   *3.6 GPA | Expected May 2026*
BS Software Engineering

Work Experience

Software Engineering Intern   *May 2024 - Present*
Aurora Machine   *Rochester, NY*
Lead developer in company migration to new ERP. Handling all components of the product stack including database, API, and front-end developments to provide benefit to all departments. Performing requirements gathering, development, testing, and deployment.

Supplemental Instructional Leader   *Jan. 2023 - May 2024*
Rochester Institute of Technology   *Rochester, NY*
Planned and led weekly review sessions for Software Development 1 and 2. Drove student collaboration with interactive activities and peer programming instead of lecturing. Used Socratic teaching method to provide deeper understanding.

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

Trained Terrain   *May 2023 - Feb. 2024*
Programmed website to convert 2D topography map to 3D model with machine learning. Gathered height and topography maps, processed, and trained model. Built with Python and TensorFlow. Learned about machine learning and data scraping.

Nutriapp   *Aug. 2023 - Dec. 2023*
Collaboratively designed and developed website and backend to track user's workouts and meals with a team. Designed using UML and sequence diagrams with an emphasis on using design patterns. Converted design to program using Svelte and ASP.net. Improved project management and backend development skills.

Kalara's Last Defense   *Sept. 2020 - Apr. 2021*
Programmed, 3D modeled, and composed the music for a tower defense game using C# with Unity, Blender, and Musescore. Learned about game development, project structure, C#, and asset generation.

Competitions

Google Developer Student Club Solutions Challenge   *Jan. 2024 - Feb. 2024*
Worked on team to build IDEA Card, a website that promotes inclusive hiring for people with disabilities. Interviewed potential users for insight about features. Built website with Angular and Google Firebase. Learned about contextual inquiry and deploying cloud software.

Halloween Game Jam   *Oct. 2023*
Made *Ghost Jazz* using Unity in 48 hours. Composed the music and coded event system. Improved composition and design skills.

BrickHack 9   *Feb. 2023*
Created website to upload and share class notes. Built using PostgreSQL, FastAPI and React. Learned how to create API's.

Sparx 1126 FIRST Robotics   *Oct. 2018 - Apr. 2022*
Competed with a robot designed and built by the team. Contributed to the system on software, mechanical, and electrical sub-teams. Involved in leadership team senior year. Learned about working in a multi-disciplinary team, machining, and robotics programming.

Recognitions

Eagle Scout: Boy Scouts of America.
Clubs/Interests: Google Developer Student Club, Multi-Disciplinary Robotics Club, Habitat for Humanity, President of Racquetball Club, Rock Climbing, RIT Philharmonic Orchestra, RIT Concert Band, Brass Quintet