



# Daniel Perez

Computer Science Student

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## Education

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**Villanova University**, Villanova, Pennsylvania

May 2024

Bachelor of Science in Computer Science

GPA: 3.46

**Relevant Coursework:** Algorithms and Data Structures I & II, Computer Science Enrichment, Calculus I & II, Discrete Structures, Computer Systems I, Platform Based Computing

**IDEA Mission College Preparatory**, Mission, Texas

May 2020

Class Rank: 1 of 94 | **GPA:** 4.72 | Awards: AP Scholar, Principal's Award | National Hispanic Institute Scholar

## Technical Skills

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**Programming Languages:** Java, Python, C, JavaScript, PHP, HTML/CSS, Assembly Language

**Technologies:** Google Cloud Computing, Linux CLI, Unity, Github, Arduino, Solidworks, LAMP Stack

**Additional Skills:** *Bilingual Spanish*, Guitar, Piano, FL Studio, VEGAS Pro 14

### Computer Science Immersion:

- Personal Websites - Made two websites, one following basic HTML/CSS practices, and a second website using a Jekyll theme template.
- Android PokeDex App - Basic Android application that stored data from an API and displayed various items and pieces of information from the API.

## Extracurricular Activities

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**Programming Team**, Villanova University

August 2020 - Present

- Member: completed algorithmic problems using the Kattis platform, attended solution discussions.

**Game Development Club**, Villanova University

August 2020 - Present

- Member, Audio Expert: attended tutorial sessions on various game design topics such as multiplayer/networking and Unity, served as primary advisor for audio to assist other members

**Model United Nations**, IDEA Mission

August 2017 - May 2020

- Delegate, Conference Secretary-General (2018), Competitions Director (2019-2020): attended local and national conferences, organized and led intra-district conference, oversaw delegate teaching sessions

**National Honor Society**, IDEA Mission

August 2017 - May 2020

- Member, President (2019-2020): organized and led weekly meetings and campus/community events and projects including Fall and Halloween festivals, as well as various teacher appreciation events

**National High School Game Academy**, Carnegie-Mellon University

Summer 2019

- Team Leader, Sound Designer: built two games in a team and attended classes in 3D Modeling, Sound Design, 2D/3D programming, 2D design elements, narrative design, improvisation, Unity.