

Daniel Grinshpon

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OBJECTIVE

Programmer looking to expand my knowledge of computer science and engineering, as well as apply my skills by finding research or career opportunities.

EDUCATION

Georgia State University

Expected Graduation May 2022

B.S in Computer Science

Coursework: Principle of Computer Science, Data Structures, Computer Organization and Programming, System Architecture, Software Engineering, Discrete Mathematics, Linear Algebra

EXPERIENCE

Layer 3 Communications Atlanta, GA

May 2019 - August 2019

Intern

- Developed a tool to automate provisioning of optical network terminals (ONTs).
- Primarily written in Haskell, with parts of the frontend web app written in Javascript.
- Project was for one of the company's clients: an ISP in Tennessee.

Georgia State University Math Department Atlanta, GA

September 2018 - February 2020

Student Assistant

- Helped tutor and supervise a computer lab used for hybrid math courses.
- Administered quizzes and tests.
- Used software to record student enrollment and attendance.

Georgia State University Computer Science Department Atlanta, GA

February 2020 - March 2021

Student Assistant

- Working with research program, helping in setting up servers and services.
- Working with iRods, and utilizing its rules language.
- Added and fleshed out documentation.

PROJECTS

- **Foray**: A stack-based concatenative interpreter, written in Zig.
- **Nomad Space**: A 3d software renderer, written in C++.
- **Pine**: Functional 2D Game Framework written in Haskell. Inspired by CodeWorld.
- **Volk3D**: A raycasting demo written in Lua with Love2D, inspired by Wolfenstein3D.
- **Mask Off**: Stealth game demo made during Spooktober jam, using Unity engine.

ACTIVITIES

- **GSU Hackathon**: 2019, Received first place in our group's category
- **GSU Math & Stat Club**: 2018-2020
- **COMAP** 2016, 2017

SKILLS

- **Languages**: Haskell, ReasonML, Javascript, C, C++, C#, Java, Rust, Lua
- **Tools**: Git, Cabal, Nix, Unity, Love2d, Revery, \LaTeX
- **Operating Systems**: Linux (Mint, Debian, CentOS, Void), Windows (7,10)