

Daniel Grant

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| <https://grantdaniel.com>

About Me

Santa Clara University.

expected graduation date: Dec. 2023

Computer Science and Music Double Major

I am extremely passionate about the arts and technology, and I am constantly looking for new opportunities to combine and take advantage of my interdisciplinary skills as well as constantly acquiring new skills.

Skills and Relevant Courses

- **Programming** - Java, C, C++, C#, Python, R, SQL, MATLAB, Swift, Git, ARM, Quartus II, SuperCollider
 - **Web Development** - Node.js, React, Figma, HTML, CSS, JavaScript
 - **Game Development** - Unity 2D and 3D, PyGame, Blender
 - **Music Production/Audio Engineering** - Ableton, Pro Tools, FL Studio, Logic, Reaper
 - **Adobe Creative Cloud** - Illustrator, Photoshop, InDesign, Light Room, DreamWeaver, AfterEffects
 - **Data Structures, Algorithms, Object Oriented Programming, Graphics, Operating Systems**
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Projects

OSC-SCOPE (<https://oscscope.com>)

Personal 2023

- Harmony Visualization Web App which utilizes the Web Audio API to graph sound oscillations in real time against each other, allowing for the conception of beautiful images from only sound.

Routeabaga (<https://devpost.com/software/transit-app-vjytbs>)

INRIX Hack 2022

- Lead Software Engineer on a visual analysis web app that utilizes INRIX traffic APIs and Google APIs to analyze cost and time efficiency of various transportation options adjusted for local gas prices, parking costs, and other factors.

Swingbeats (<https://swingbeats.net>)

CAVE Lab

- Developer for iOS app that connects with a haptic feedback ankle bracelet for dancers using swift as well as APIs and JSON data
 - Soldered together IOT components for agri-tech and haptic feedback modules
 - Researched sound processing and audio fingerprinting technology for IOS app implementation
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Experience

Events Production Director

KSCU - Santa Clara University (Santa Clara, CA)

Sept 2022 - Present

- Organize and run concerts featuring SCU student performers with hundreds of attendees
- Utilization of mixing, audio engineering techniques, and technical equipment to avoid audio issues and create a quality sound experience for performers and audience alike

Media Services Employee

Santa Clara University (Santa Clara, CA)

June 2022 - Present

- Responsible for understanding all technological services actively used across the SCU campus to help with all problems patrons might have in a respectful and productive manner

Research Assistant

Apr 2021 - Present

Cave Lab - Santa Clara University (Santa Clara, CA)

- Working on software and hardware components for Swingbeats project as well as hardware for an agri-tech project
 - Coordinating and communicating with business, iOS, and hardware branches to allow for smooth workflow between teams
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Interests

- **Co-Released single "Honey" with over 500,000 plays on Spotify**; KSCU Radio DJ; SCU Skate Club Co-Founder; Proficient in 10+ instruments; Created arrangements for jazz concerts; Rock Climbing;