Daniel Grant

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About Me

Santa Clara University.   expected graduation date: Dec. 2023
Computer Science and Music Double Major

I am extremely passionate about the web, and I am constantly looking for new opportunities to take advantage of my technical as well as my creative skills to work on projects and learn something new.

Skills and Relevant Courses

- **Web Development** - HTML, CSS, Javascript, React, Node.js/NPM, Tailwind CSS, 11ty, Nunjucks, HTTP, Express.js
- **UX / UI Design** - Figma, Photoshop, Illustrator, Adobe XD, Wordpress Elementor, Webflow
- **Programming** - Java, C, C++, C#, Python, Swift, MATLAB, Git, ARM

- **Music Production/Audio Engineering** - Ableton, Pro Tools, FL Studio, Logic, Reaper, SuperCollider
- **Game Development** - Unity 2D and 3D, PyGame, Blender
- **Web Development, Graphic Design, Software Engineering, Compute Graphics, Data Structures, Algorithms**

Web-Dev Projects

_danielgrant (https://grantdaniel.com/)   **Personal 2023**
- Created a personal website with 11ty utilizing the nunjucks templating language to create macros and components for seamless web development and readable code.
- Designed myself using Figma, stylized with Tailwind CSS and deployed automatically with Netlify CLI through GitHub

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.
- Built by myself with pure HTML, CSS, and Javascript

Routeabaga (https://devpost.com/software/transit-app-vjytbs)   **INRIX Hack 2022**
- Lead Web Developer 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

Experience

Research Developer   **Apr 2021 - Present**
Cave Lab - Santa Clara University (Santa Clara, CA)
- Developer for iOS app that connects with a haptic feedback ankle bracelet for dancers using Swift and RESTful APIs
- Researched signal processing and audio fingerprinting technology for IOS app implementation

Events Production Director
KSCU - Santa Clara University (Santa Clara, CA)   **Sept 2022 - June 2023**
- 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 - November 2022**
- 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

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;