

Daniel Garcia

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Objective

To obtain a challenging internship experience in the field of Computer Science for the summer of 2017.

Education

The University of Texas at Dallas, Freshman; BS in Computer Science expected 2020

Skills

Languages: C/C++, Java, JavaScript, UNIX shell scripting

Web: HTML/CSS/JavaScript with Angular.js; working with REST APIs and JSON

Embedded: Arduino programming, working with serial connections

Work Experience

IT department:

- Assistant in high school for 2 years

Summer 2016 Internship

- Distributed Systems Laboratory under Dr. Venkatesan
- Lead front-end web developer: Created a front-end single-page web application, communicated with back-end database through REST APIs
- Created encryption protocol for communication between server and Internet of Things device

Academic Projects

3D game engine:

Course: *Advanced Graphics Programming II*

- Visual C++/DirectX 9
- Created acceleration behavior using 3D polar coordinates
- 3D model loading and basic model creation with Blender

2D game engine:

Course: *AP Computer Science A*

- Java standard library
- Created acceleration behavior using 2D polar coordinates
- Loading simple sprites
- Focus on smooth user experience with emphasis on control feel and 60 FPS

High School Robotics Team

- BEST competition
- 4 year member
- 2 years experience as captain of team

Extracurricular Activities

TAPPS state math competition:

Calculator skills, 2 consecutive years

Improvational acting:

2 years of experience

References

-Available upon request