

# Daniel R. Gaitan

GAME DEVELOPER · SOFTWARE ENGINEER

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## Skills

<b>Programming</b>	.NET, Bash, C, C#, C++, CSS, GDScript, HTML, Java, JavaScript, PowerShell, Python, Rust, SQL, Zsh
<b>Software Tools</b>	AI, Ansible, Git, Godot, Linux, Make, Metasploit, MySQL, Vim, SSH, Unity, Unreal Engine
<b>Frameworks</b>	ExpressJS, NumPy, Pandas, PyTorch, React, React Native, Svelte, Vulkan
<b>Others</b>	Agile, Communication, Leadership, Object Oriented Programming, Perforce, Scrum
<b>Languages</b>	Proficient English, Beginner Japanese, Native Spanish

## Relevant Experience

### Drury University

Springfield MO, USA

#### TEACHER ASSISTANT

2023 - 2024

- Aided in one Introduction to Computer Science section with no failing students.
- Guided occasional lectures for exam reviews that improved scores on average a 30%.
- Led weekly lab sessions to implement different data structures in Python.
- Fostered an environment of trust in two separate Computer Science classes with one-to-one sessions with 20% of students.
- Implemented automatic grading through GitHub Actions to cut down on grading time by 60%.
- Held weekly meetings with faculty to prepare lectures and material for upcoming classes.

### Drury University

Springfield MO, USA

#### COMPUTER SCIENCE TUTOR

2022 - 2024

- Carried north of 350 tutoring sessions from 2022 - 2024 focused on Computer Science concepts.
- Improved by at least one letter the grades of students who frequented tutoring.
- Explained on a step-by-step basis fundamental algorithms and implementations in Python & JavaScript with up to 9 students at a time.
- Empowered Non-Computer Science students in implementing programming concepts to optimize workflows within their respective fields.
- Collaborated with faculty on a regular basis to prepare explanations for different assignments and tests in all the department classes.
- Became one of the top learning resources for students who frequented tutoring in the department of Computer Science.

## Education

### Drury University

Springfield MO, USA

#### B.S. IN COMPUTER SCIENCE - GAME DEVELOPMENT

2020 - 2024

- Drury's Indie Game Studio President 2023 - 2024
  - Doubled active membership and engagement in the club compared to the previous year.
  - Arranged collaborations with the Math & Computer Science Club and Writing Club.
  - Led club events and activities with 12 students to learn about game design and development.
- Math & Computer Science Club Vice-President 2023 - 2024
- Certificates
  - Cybersecurity Fundamentals
  - Graphic Storytelling
  - Interactive Design

## Honors & Awards

2024	<b>State Champion</b> , Collegiate Cyber Defense Competition 2024 Regional Qualifier	Drury University
2023	<b>42nd Place</b> , US Department of Energy's Cyberforce Competition	Chicago, Illinois
2023	<b>Best Presentation by Fan Vote</b> , Fusion Day	Drury University
2023	<b>Best Presentation by Faculty Vote</b> , Fusion Day	Drury University
2023	<b>First Place in Post-Secondary Digital Games (VR)</b> , Computer Games & Simulation Conference	University of Tulsa
2023	<b>Second Place in Post-Secondary Digital Games</b> , Computer Games & Simulation Conference	University of Tulsa