

# Daniel Slade

danielgrantslade@gmail.com ♦ (408)218-1365

[linkedin.com/in/danielslade01](https://www.linkedin.com/in/danielslade01) ♦ [github.com/Silber01/](https://github.com/Silber01/) ♦ [danielsla.de](https://danielsla.de)

## EDUCATION

San Jose State University

May, 2023

B.S. Software Engineering

San Jose, CA

GPA: 3.86, President's Scholar Spring 2021 and Spring 2022

## SKILLS

- **Tools:** Git/Github, Unity, PyCharm, IntelliJ, CLion, VSCode, Visual Studio, Figma
- **Languages/Frameworks:** Python, Java, C, C++, HTML/CSS, JavaScript, React.js, Node.js, SQL, Bash
- **Technical:** Data Structures and Algorithms, Linux Server Architecture, Internet Networks, AI/ML
- **Soft:** Leadership, Problem Solving, Adapting to New Environments

## EXPERIENCE

Development Team Officer

March 2022 - Present

Software and Computer Engineering Society - SJSU

San Jose, CA

- Designed a chat bot to challenge users to daily LeetCode problems, encouraging users to complete problems by giving points which determines their place on a leaderboard
- Contributed to the work of the club's Public Relations and Event Planning team
- Currently working on a chess playing AI with a team of six students

Tutor and Educator

September 2021 - Present

Silver Creek Academy

San Jose, CA

- Provided tutoring for various middle and high school math classes
- Taught a class of students material and strategies for preparing for the math part of the SAT
- Recognized for high quality usage of time and consistent ability to effectively tutor

High School and College Tutor

2018 - 2022

Freelance

San Jose, CA

- Tutored material for math, physics, and computer science to high school and college students
- Received consistent positive feedback and noticeable improvement of grades, performance, and confidence from pupils

## PROJECTS

CSIL Interpreter

Fall 2022

- Created a programming interpreter for CSIL, a C-like programming language
- Capable of int and string variables, input, prints, if statements, else statements, and while loops
- Designed with pure C++ from scratch to practice data structures, algorithms, and memory management
- Available at <https://github.com/Silber01/interpreter>

TownyBot

Summer 2022

- Designed a Discord bot economy-based multiplayer role-playing game
- Utilized asynchronous programming, efficient data structures and algorithms, and simple database management to support and keep track of player data and player interactions
- Fully open-source, all code available on <https://github.com/Silber01/TownyBot>

Task Arcade

Spring 2021

- Led a team of three to design a Unity application that encourages users to demonstrate good work and study habits by rewarding real-life work with tokens to play video games in a virtual arcade
- Earned experience in UI design, game design, and organizing a team to work on software
- Received positive feedback from peers for project and earned an "A" grade

ColorLearn

Fall 2022

- Created a machine learning AI that categorizes RGB values into named colors
- Implemented a visual representation of the AI's inner workings to demonstrate machine learning
- Hosted using Flask and uses REST API endpoints to communicate to its front-end
- Hosted and interactable on my website at [danielsla.de/#/colorLearn](https://danielsla.de/#/colorLearn)