

# Daniel Jea

(845)-594 3655 | Boston, Ma | Availability: July – Dec 2026

[jea.d@northeastern.edu](mailto:jea.d@northeastern.edu) | [github.com/agrvspr](https://github.com/agrvspr) | [linkedin.com/in/daniel-jea-7772693a6/](https://linkedin.com/in/daniel-jea-7772693a6/)

## EDUCATION

---

**Northeastern University**, Boston MA

May 2028

*Bachelor of Science in Computer Science*

**Honors:** GPA: 3.63/4, Dean's List (2025 – Present)

**Related Courses:** Fundamentals of Computer Science 1 and 2, Program Design and Implementation (Object Oriented Design), Algorithms and Data, Discrete Structures, Foundations of Cybersecurity, Foundations of Data Science, Computer Systems, Web Development, Logic and Computation, Introduction to Digital Design and Computer Architecture, Public Speaking

## TECHNICAL SKILLS

---

**Languages:** Java, Python, OCaml, Racket

**Libraries:** Pandas, NumPy, Matplotlib, Seaborn, Scikit-learn

**Tools:** GitHub, Git, VS Code, IntelliJ IDEA

## PROJECT EXPERIENCE

---

**What's that Pokémon?** *Tech. Stack: Python*

Sept. 2025 – Dec 2025

- Implemented a Machine Learning algorithm to predict Gen 1 Pokémon's type through battle statistics (41.30% first guess accuracy, 76.09% top three guess accuracy)
- Built 10+ visualizations using Scikit-learn and Seaborn to display average statistics per Pokémon type
- Utilized the Poke API, leveraging Pandas to create a 9x152 dataframe
- Designed a dual-type prediction system that evaluates top 3 predictions against both primary and secondary Pokémon types, better reflecting the multi-label nature of the problem

**Sanguine Game,** *Tech. Stack: Java*

Sept. 2025 – Dec. 2025

- Built a Java-based game emphasizing object-oriented design and modular architecture
- Utilized composition to manage multiple entity types
- Implemented game loop, scoring logic, and user interaction
- Performed the MVC design pattern and integrated a GUI to display the game

**GameToDoList,** *Tech. Stack: Python,*

Jan. 2026 –Present

- Developed a full-stack web application using FastAPI and SQLite to track gaming items with persistent data storage
- Designed and implemented a SQLite database schema, and performed queries
- Applied separation of concerns (MVC like architecture)

## EXTRACURRICULAR EXPERIENCE

---

*Activities:*

Club Esports (Player) NECC (National Esports Collegiate Conference) 2025-Present,

- Northeastern Valorant Club Pink competed in NECC Jan. 2025 Placed(19<sup>th</sup>)
- Northeastern Marvel Rivals team competed in NECC June 2025 – July 2025
- Northeastern Overwatch team competed in NACE Oct. 2025 – Nov. 2025
- Northeastern Marvel Rivals team competed in NECC Jan. 2026 - Present

Archery Team (Member in Spring 2025)

- Competed in NU Invitational Tournament on April 5<sup>th</sup>. (Placed 2<sup>nd</sup>, Men's Olympic recurve)