# DANIEL BELOUSOV

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### CAREER OBJECTIVE

To work for an organization which provides me the opportunity to improve my skills and knowledge to grow along with the organization objective.

# **EDUCATION**

# University of Connecticut

GPA: 3.2

Expected graduation date: 2023

Dual Degree: Computer Science and Engineering [School of Engineering], Philosophy [College of Liberal

Arts and Sciences

### **PROJECTS**

# https://belousovd1.github.io

The website is an HTML5 personal website with CSS3 animations and vanilla JavaScript.

### **Basement Dwellers**

A game deployed on the HTML5 platform, dedicated to some close friends of mine. It can be found on my website, Basement Dwellers.

# TECHNICAL SKILLS

# Frameworks and Languages

HTML, CSS, JavaScript, React, jQuery.

Python, C, C++, Java, LaTeX

GDscript, GLSL

#### Tools

Godot, Bash, Vim, GNU/Linux, Git, VS Code, WINE(Wine Is Not an Emulator), WSL (Windows Subsystem for Linux).

## WORK EXPERIENCE

# University of Connecticut, Mansfield CT

Student Computer Programming Specialist

Wrote various python scripts to automate office tasks, built and refurbished old PC's to be sold with Linux OS, managed computer inventory.

#### HOBBIES

Philosophy

Game Development, GameArt