

# DANIEL BELOUSOV

<https://belousovd1.github.io>

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\*All underlined text work with hyperlinks

## CAREER OBJECTIVE

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

## EDUCATION

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**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

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<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, utilizing Godot, GDscript, Json, and GLSL for it's development. Dedicated to some close friends of mine. It can be found on my website, Basement Dwellers.

**Weather Web App**

A web application tracking real time weather for all major cities in the world. It uses React as a front-end UI framework.

## TECHNICAL SKILLS

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**Frameworks and Languages**

HTML, CSS, JavaScript, React,

SQL, SQLite, express, 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

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**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.