

Daniel Richards

Duluth, MN · me@builtbydani.dev

Aspiring full-stack developer with a background in professional audio

Links

Website: <https://www.builtbydani.dev/>

GitHub: <https://github.com/builtbydani>

LinkedIn: <https://www.linkedin.com/in/daniel-richards-dev/>

Technical Skills

Languages: Python, JavaScript/HTML/CSS, Rust, SQL

Tools & Frameworks: TensorFlow, Pandas, Git, React, Node, Vite

Projects

Clothing Image Classifier - Python, TensorFlow

Trained a neural network using python to classify grayscale clothing images with 92% accuracy. Used tools from TensorFlow and Pandas on 1000+ images across 10 categories.

Personal portfolio website - React, TailwindCSS, Vite

Built a website from the ground up using React as a front end, TailwindCSS for style control, and Vite as a build platform. Features an “arcade” page of mini games that I have developed, playable in the browser. Deployed through Vercel, live at builtbydani.dev

Education

University of Minnesota, Duluth

Bachelor of Science in Computer Science (Expected May 2026)

Relevant coursework: Machine Learning, Data Crawling, Computer Security, Software Engineering

Berklee College of Music, Boston MA

Bachelor of Music in Electronic Production and Design (May 2019)

Relevant coursework: Audio Programming in C, Circuit Bending and Physical Computing

Work Experience

ITSS MediaHub, University of Minnesota - Tech Center Team Member

Jan 2025 – Present

- Provided front-line technical support for students and staff with media equipment and software.
- Managed rentals, organized hardware inventory, and conducted professional photo shoots.
- Assisted with inventory data cleanup and migration project; audited equipment records, updated internal spreadsheets, and maintained accurate listings on the university website.