Daniel Edward Piet

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EDUCATION:

NORTHEASTERN UNIVERSITY Enrolled 2010-Present

Boston, MA

College of Computer and Information Science -Pursuing Bachelor of Science in Computer Science

ROOSEVELT UNIVERSITY Transferred 2009-2010

Chicago, IL

College of Science

HARPER COLLEGE Transferred 2008-2009

Palatine, IL

COMPUTER KNOWLEDGE:

Languages

Java, C, C++, Python, PHP, Racket, Golang, Bash, MySQL, HTML/5, CSS, JavaScript, XML, Ajax, MIPS Assembly

Operating Systems

UNIX (Debian, Ubuntu, Bodhi, Android), Windows, Mac

Software

Apache, Boost C++, SDL, Django, EC2 Management, OpenGL, Codelgniter, RESTful APIs, Git, SVN Eclipse, GNU tools, VMware, Adobe Suite, JQuery, Angular.js, Object Oriented Design, MS Office

WORK EXPERIENCE:

Technician - CCIS Systems Group

Jan 2013 - Present

- Manage internal systems increasing efficiency of the CCIS department
- Develop new technologies to assist with the management of CCIS data

Lead Developer - Influencers@

Jan 2013 - Sept 2013

- Engineered, launched, and maintained a Marketing Research web application
- Utilized LAMP stack using the CodeIgniter framework
- Developed a RESTful API to interact with web service and IOS application
- Supervised a team of two developers assigning daily and long term tasks
- Managed EC2 services, Stripe accounts, and Email Services
- Imagined new features to improve product, followed ideas into fruition

Web Developer - Project Nudge

Sept 2012 - Jan 2013

- Developed applications using PHP/MySQL
- Cleaned and optimized HTML and CSS from previous developers
- Optimized layout for multiple resolutions

Freelancer - eGuru.com, Freelancer.com, oDesk.com

May 2011 - Sept 2012

- Built Web Scrapers
- Migrated Stack from Windows Server 2008 to Linux Debian
- Assisting in MySQL set up and deployment
- CSS and JavaScript design

PERSONAL AND PROFESSIONAL PROJECTS:

NUHACKS Participant Attended 2013 Dartmouth HAMR event Developed a JRPG in C++ using Boost/SDL Built a series of MIDI and wave form visualizations using Python for self-composed music Created a 3D maze generator in Golang with OpenGL Designed a Pixel Sorting Algorithm in Python

INTERESTS:

ACM Member

Machine Learning, Big Data, Genetic Algorithms, Neural Networks, Large Computational Infrastructure, Music, Simple Problems with Subtle but Powerful Implications, John Horton Conway, Ray Kurzweil, Life Extension, Art History, History of Computers, Transfinite Numbers, Music Theory, Piano, Painting