

Daniel Cartwright

Education

2013–2014 **Computer Science I AP**, *Tomball Memorial High School*.
AP Computer Science Course using Java.

Activities

2016– **Hobby**, *Open Source Programming*.

Vector – Dependently-typed implementation of a linked list in Haskell.

TicTacToe – Text-based tic-tac-toe game with a minimalistic AI in Haskell.

project-euler – Haskell solutions to project-euler.net problems.

poketext – MMS Pokedex utilising [Twilio](http://twilio.com). Text it the name of a Pokemon and it will text you the Pokedex entry for that Pokemon.

Ameybot – Fork of [GNU Go](http://gnugo.org), an AI for [Go](http://go.com) (the game) that I ran on [The Computer Go Server](http://the-computer-go-server.com) as well as [The Kiseido Go Server](http://the-kiseido-go-server.com). Made adjustments to move generation and made additions to the shapes database resulting in roughly 100 ELO increase in playing strength.

Yubel – An interpreter written in C# for a very simple programming language I designed called Yubel.

Uplift – A chess AI written in C# using a 0x88 board representation.

2010–2014 **Club**, *University Interscholastic League - STEM*, Member.

Academic competitions organised by the University of Texas at Austin.

Participated in [Calculator Applications](#), [Mathematics](#), [Number Sense](#), [Science](#), and [Computer Science](#).

Placed State in 2011, Regionals in 2012, 2013, and 2014.

2012–2014 **Club**, *Tomball Memorial Chess Club*, Founder and Organiser.

Group for discussing and playing chess. Club participated in two local tournaments.

Skills

Programming Haskell, Java, C#, C/C++, Python, MATLAB, Mathematica

Software Linux (2 yrs), git

Other Emacs, \LaTeX , NixOS