

Daniel Cartwright

Education

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

Activities

2012–2014 **Club**, *Tomball Memorial Chess Club*, Founder and Organiser.
Group for discussing and playing chess. Club participated in two local tournaments.

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, Regional in 2012, 2013, and 2014.

2016– **Hobby**, *Open Source Programming*.
[Vector](#) - Dependently-typed implementation of Lists in Haskell.
[TicTacToe](#) - Text-based TicTacToe game with a minimalistic AI in Haskell.
[project-euler](#) - Haskell Solutions to [project-euler.net](#) problems.
[poketext](#) - MMS Pokedex utilising [Twilio](#). Text it the name of a Pokemon and it will text you the Pokedex entry for that Pokemon.
Ameysbot - Fork of [GNUGo](#), an engine for [The Game of Go](#) that I ran on [The Computer Go Server](#) as well as [The Kiseido Go Server](#). Made adjustments to move generation and made additions to the shapes database resulting in $\sim 100ELO$ increase in playing strength.
Yubel - An interpreter written in C# for a very simple Programming Language I designed called Yubel.
Uplift - A Chess Engine written in C# using a 0x88 board representation.

Skills

Programming Haskell, Java, C#, C/C++, Python, MATLAB, Mathematica
Software Linux (2 yrs), git
Other Emacs, \LaTeX , NixOS