

Daniel Ortega

dancannotcode@gmail.com ❖ 510-332-0103 ❖ 1466 140th Ave, SL, CA 94578 ❖ [linkedIn](#)

EDUCATION

CSU, East Bay

Bachelor of Science in Computer Science

Graduation: May 2025

Hayward, CA

CERTIFICATIONS

HackTheHood Bootcamp, San Leandro Boys and Girls Club

October 2019 – February 2020

- designed and developed a website for a small business

SKILLS

- Technical Skills:** typing speed 60 wpm, debugging, testing, OOP, data structure, relational databases
- Programming Languages:** Java, python, C++, HTML, CSS, JavaScript, goLang, Kotlin
- Tools and Frameworks:** git, github, SQL, firebase, Unit testing, Android, React, google sheets, excel, Pandas
- Productivity:** Time management, Organized, Collaborator, Communicator, Team Leader, flexible, proactive, cooperator

WORK EXPERIENCE

Manager

Popeyes Louisiana Kitchen

May, 2021– May, 2025

San Leandro, CA

- in charge of others hours and breaks
- Served as a point of contact for resolving customer concerns I had to debug the problem customers had making me, think critically, and resolve challenge
- met deadlines when placing delivery order for inventory
- efficiently managed multiple tasks and priorities in a fast-paced environment, ensuring operational efficiency during peak periods.
- would have to train staff and keep them on track to work as a cohesive unit, and improved service efficiency by 20%

PROJECTS

Clicker game [[Demo](#)/[Github](#)]

February 18th-May 1st, 2024

- Co-developed a game with others about widgets moving around the screen with customizable skins for the items moving around in the game. I worked on the logic as well as aspects of setting the firebase for the game. I had to create the animations for the moving widget as well as attributing points to the user when the widget was clicked on, as well as make sure data would be saved on a cloud and accessed through the user's account.

BlackJack Game [[Github](#)]

December 17th, 2024

- Developed within a given deadline to design and develop an Android app that used OOP to track the behavior of a given player's hand of cards when placing or receiving new cards, as well as tracking their score. As well as showing animations on screen. I also managed the back-end design for how the logic of incriminating wins, loses, and storing data would work on the app.

Flight Booking Simulator [[Demo](#)/[Github](#)]

October 20th- December 4th, 2024

- Co-developed a program using React and JavaScript that allowed users to interact with a database and book a flight on a plane. I worked on the get and post requests, as well as json to allow a connection between my database and the website to communicate with each other. I had to work with a team and communicate timelines, as well as give updates on how I was doing.

Fitness Tracking App [[Github](#)]

February 7th- May 9th, 2025

- Developed a fitness tracking web app using HTML, CSS, and JavaScript, enabling users to log daily exercises, track weight changes, calculate BMI, and visualize progress through dynamic charts (Chart.js). Implemented localStorage for user data and historical weight tracking. Designed responsive UI elements and interactive forms to enhance user engagement.

Expense Tracking App [[Github](#)]

May 10th-Curr, 2025

- Developed and designed a way for users to track and categorize expenses that they made all-time in Android Studio. I created an easy to use UI relying on intents and spinners so users can navigate the app freely. I also used Shared Preferences in order for users to save their data locally as well as json in order to store the expenses as objects within my program.