

# Daniel Ginzburg

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## EDUCATION

### University of Minnesota

Minneapolis, Minnesota

Bachelor of Science in Computer Science | GPA: 3.5

Expected Graduation: May 2026

**Relevant Coursework:** Algorithms and Data Structures, Intro to Artificial Intelligence, Program Design and Development, Operating Systems, Machine Architecture and Organization, Software Engineering I, Introduction to Computer Networks, Applied Machine Learning, Artificial Intelligence II, Internet Programming, User Experience Design

**Honors and Awards:** College of Science and Engineering Dean's List, Eagle Scout

**Extracurriculars:** Hillel, App Development Club, Esports Club

## SKILLS

**Programming Languages:** Java, Python, C, C++, Typescript, OCaml, SQL, HTML, CSS/SCSS

**Tools and Frameworks:** Git, Unix, UML, Figma, Doxygen, Docker, Angular, Sci-kit learn, PyTorch, React

## PROJECTS

### ArcticMC

November 2023 - Present

Minecraft server development + Web development

- Implemented gameplay enhancements that have been used by thousands of players worldwide.
- Designed 4 different web pages using Figma that will use APIs to interact with the server and improve UX.
- Implemented designs to create the front-end for an informational website using Angular and SCSS.

### Student Depression Classification

April 2025 - May 2025

Machine Learning Methods and Analysis

- Collaboratively trained three models on a student depression dataset achieving an accuracy of 82 percent.
- Processed, cleaned, and normalized the data to create a balanced dataset.
- Split data by gender in order to identify differences in feature importance and prediction accuracy.

### Comparing AI Algorithms on Reversi

November 2024 - December 2024

Artificial Intelligence Research Project

- Compare the efficiency of different algorithms, Alpha-Beta pruning had a 96% win-rate with the lowest runtime.
- Ran simulated games against random agents and opposing algorithms to collect and analyze results.
- Worked with a group to research, gather data, and author an academic report on our findings.

### Drone Delivery System Simulation

September 2024 - December 2024

Interactive Simulation Project

- Using a model of the University of Minnesota, created a drone package delivery system utilizing path planning.
- Applied Agile Scrum methodology and four design patterns to implement weather, batteries, and data collection.
- Gained experience using tools such as Doxygen and Docker to document and deploy code.

## LEADERSHIP EXPERIENCE & ACTIVITIES

### Collegiate Valorant Team

University of Minnesota

Captain/In Game Leader

September 2022 - April 2025

- Facilitated effective communication channels between supervisors, ensuring clear updates and progress reports.
- Communicated with coaches, managers, and teammates to optimize performance and coordination.
- Coordinated match and practice schedules to maintain efficient training and competition timelines.