Daniel Ginzburg

daniel.ginzburg28@gmail.com | 612-404-0563 | https://danginzburg.vercel.app/

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, Vercel

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.

Election System   *February 2025 - May 2025*

Software Engineering

- Authored Software Requirements Specification and Software Design Description documents.
- Translated requirements into product and sprint backlogs, executing two sprint cycles.
- Built and executed unit tests to confirm compliance with requirements and the definition of done.

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.

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.