Daniel Demeter

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SCU Class of 2019

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EDUCATION

Santa Clara University, California *September 2015 - Present*

Bachelor of Science in Computer Science and Mathematics *3.5/4 GPA*

SKILLS

Computer Languages	C#, Java, Python, Javascript, C++, C
Software	Unity, Blender, Autodesk Maya, Unreal Engine, Substance Designer
Languages	English, Hungarian, German

EXPERIENCE

Peer Educator in Virtual Reality, Santa Clara University *September 2018 - Present*

Assisted professors, explained concepts, mentored students during lectures.

Founder of VRONCOS, Santa Clara University *September 2018 - Present*

Founded and became the president of VRONCOS, the VR club of the Santa Clara Broncos. Aims to connect members to not only VR technology, but to the community behind the experiences as well. Currently has over 50 members.

Virtual Reality Lab Assistant, Santa Clara University *September 2017 - Present*

Collaborated with professors on interdepartmental virtual reality projects. Introduced faculty, staff, and students to virtual reality. Helped others with Unity, Maya, and other skills necessary to develop their own projects.

Teacher's Assistant in Mathematics, Santa Clara University *January 2017 - June 2018*

Graded homework for courses in Combinatorics, Statistics, and Calculus.

PROJECTS

GLaDOS *September 2018 - Present*

Created a personal assistant in python. Used natural language processing to analyze user input while also allowing input phrasing to change Glados' mood. Mapped various responses to unique emotional states to allow it to answer according to current mood.

Dungeons & Dragons Web App *August 2018 - October 2018*

Created to make it possible for Dungeons & Dragons to be played without players having to be in the same room. Allows users in a lobby to view and move their characters on a map that updates in real-time. Used node.js and p5.js.

4-Dimensional Grapher *March 2018 - May 2018*

Worked with Professor Thomas Banchoff to create an interactive 4-dimensional grapher in virtual reality to facilitate the visualization of higher dimensional objects. The demo projects a 4-dimensional torus into 3 dimensions, while allowing users to interact with the projection.

TAVRN *September 2017 - June 2018*

TAVRN is a multiplayer virtual reality game developed in Unity for the Oculus Rift. It places players into magical medieval world where they can cast spells, race on brooms, and duel their friends. Responsibilities included game logic programming, 3D modeling, and overall design.

Immersive Storytelling *April 2017 - June 2017*

In collaboration with Professor Takeshi Moro, explored the implications of using 360°video and virtual interactivity to increase the immersion of interviews. Project became the foundation for a class taught annually at Santa Clara University.

Small Java Games *September 2015 - December 2016*

Recreated Carcassonne the board game from scratch in Java. Utilized multithreading to enable multiplayer across a LAN network. Built a 2D puzzle game with original level design also from scratch.