

Daniel Demeter

Website: www.danidemeter.com
Email: Demeter.Dani.13@gmail.com



EDUCATION

Santa Clara University, California

Bachelor of Science in Computer Science and Mathematics

September 2015 - Present

3.5/4 GPA

SKILLS

Computer Languages	C#, C++, C, Java, Python, HTML, JavaScript, CSS, LaTeX
Software	Unity, Blender, Autodesk Maya, Unreal Engine, Substance Designer, Git
Languages	English, Hungarian, German
Soft Skills	Leadership, Initiative, Communication, Teamwork, Problem Solving
Extracurriculars	Piano, Folk dancing, Photography

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 it as well.
- Currently has over 50 student 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.

MAJOR PROJECTS

Offworld [Work in Progress]

January 2019 - Present

- Acted as project manager for a team of 10 students creating a racing game in virtual reality.
- Designed and developed gameplay and AI.

Cryptography

February 2019

- Used p5.js to create a cross-platform web app to teach AES encryption in Santa Clara University's classes.
- Being actively used in classes since Spring 2019.

GLaDOS

September 2018 - December 2018

- Created a personal assistant in Python using natural language processing.
- Used RESTful APIs to answer user queries like worldwide weather, cooking recipes, music, etc.

Dungeons & Dragons Web App

August 2018 - October 2018

- Wanted to facilitate Dungeons & Dragons games without players having to be in the same room.
- Created an online lobby system and let users move characters on a real-time syncing map.
- Used node.js for networking, to manage user accounts, and lobby security.

4-Dimensional Grapher

March 2018 - May 2018

- Worked with Professor Thomas Banchoff to create an interactive 4-dimensional grapher in virtual reality.
- Showcased to professors of various disciplines who praised it for its effectiveness and potential.

TAVRN

September 2017 - June 2018

- Managed a team of four students creating a multiplayer medieval wizarding game in virtual reality.
- Responsibilities included game logic programming, 3D modeling, and overall design.
- Published on the Oculus Store, with over 1300 downloads.
- Won 1st place in Santa Clara University's *Imagine That* Contest.
- Presented in Santa Clara University's 2018 College Showcase.

Immersive Storytelling

April 2017 - June 2017

- Worked with Professor Takeshi Moro to explore 360° video and virtual interactivity in interviews.
- The project became the foundation for a class taught annually at Santa Clara University.
- Presented in Santa Clara University's 2017 College Showcase.

AWARDS

"Imagine That!" Contest , a Virtual Reality Competition	2018
TAVRN earned a first place prize in Santa Clara University's first ever <i>Imagine That</i> Contest.	
Distinguished Scholar Award , Henry M. Gunn High School	2015
Kömal , an International Mathematics and Physics Competition	
15 th in Mathematics	2014
11 th in Physics	2013
11 th in Advanced Mathematics	2012
7 th in Physics	2012