

# Daniel Demeter

Software Engineer

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SCU Class of 2019  
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## EDUCATION

**Santa Clara University**, California *September 2015 - June 2019*  
Bachelor of Science in Computer Science and Mathematics *3.5/4 GPA*

## SKILLS

<b>Computer Languages</b>	C#, C++, C, Java, Python, HTML, JavaScript, CSS, LaTeX
<b>Frameworks</b>	Node.js, React, Sass, Git
<b>Languages</b>	English, Hungarian, German
<b>Soft Skills</b>	Leadership, Initiative, Communication, Teamwork, Problem Solving
<b>Extracurriculars</b>	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 1<sup>st</sup> 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.