

Daniel Nagy

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Education

<i>Fall 2011 - Present</i>	Ohio University	<i>Athens, OH</i>
College	Russ College of Engineering and Technology	
Degree	Bachelor of Science in Computer Science	
Level	Senior	

Work Experience

<i>April 7, 2014 - Present</i>	AIS Software Engineer Intern	<i>Athens, OH</i>
Last Position Held	Student Software Engineer	
Job Description	Web developer	
<i>Nov. 18, 2012 - Dec. 25, 2013</i>	Ohio University Culinary Services	<i>Athens, OH</i>
Last Position Held	Student Leader	
Job Description	General guidance of student employees, assistance preparing and performing catered events, closing facilities	
<i>Summer 2012</i>	International Automotive Components	<i>Huron, OH</i>
Last Position Held	Machine Operator	
Job Description	Receive plastic molds from large mechanical presses, examine molds for shorts, label and package automotive parts	

Technical

Languages	C, C++, C#, CSS, Groovy, HTML, Java, Javascript, Objective-C
Frameworks, Tools and Libraries	AngularJS, Bootstrap, Git, Grails, Grunt, jQuery, LaTeX, Leap Motion, Less, Unity

Awards

Horatio Alger	Recipients demonstrate individual initiative and perseverance over adversity through hard work and honesty.
Dean's List	Fall semester, 2015.

Projects

iCarrier

iCarrier is a Mobile Substrate add-on for jailbroken iPhones or iPads that allows the user to change their device's carrier name. iCarrier was developed using Theos.

My Album Collection

My Album Collection is a single page web application that organizes a user's album collection with an easy to use interface for both desktop and mobile browsers. My Album collection was developed using AngularJS, Grails, and Bootstrap.

Ohio UI

Ohio UI is an interface library I wrote for the Custom Applications Department. Ohio UI provides an API for reusable components.

Nano Studio

Nano Studio is a project devised between members of the Biology and Engineering department for seniors majoring in computer science. The purpose of Nano Studio is to provide an interactive environment for three dimensional nano structures with the intension of being an innovative learning tool. Nano Studio is being developed using Unity 3D and Leap Motion.