

DANIEL ANDRADE

(510) 461-9524



andrade.daniel111@gmail.com



Castro Valley, CA, 94546



linkedin.com/in/daniel-andrade9



github.com/daniel9a



https://daniel9a.github.io



EDUCATION

University of California Davis

June 2019

B.S. Computer Science & Engineering

COURSEWORK

Programming and Problem Solving
Object -Oriented Programming
Data Structures and Programming
Algorithm Design and Analysis
Computer Architecture
Machine Dependent Programming
Programming / Scripting Languages

SKILLS

Programming

C/C++, Python, Java, Golang, Lisp,
Prolog, R, HTML, x86 Assembly,
MATLAB

Microsoft Office

Word, Excel, PowerPoint, Visio

Operating Systems

Windows 7, 8, 10, Mac OS, Linux, Unix

Other

Logisim, Bilingual (English & Spanish)
Data Analysis, Latex

EXPERIENCE

UC Davis Human Resources

September 2017 – Present

- Work closely with Business Systems Analyst documenting 15+ Excel sheets a week, handling information with current and future UC Davis employees' demographics
- Enhance spreadsheets with Python scripts utilizing openpyxl and pandas modules
- Designed floor evacuation plan for new building
- Work closely with multiple staff members a day handling different tasks such as filing, phone calls, Microsoft Office, reviewing data, and more

UC Davis CalTeach/Mathematics and Science Teaching Program

March 2016 – June 2016

- UC Davis course internship assisting two K-6 bilingual (English and Spanish) classrooms every other day in Math and Science in English and Spanish
- Served a total of 20+ hours as a teacher assistant / mentor at a local elementary school helping classrooms at Montgomery Elementary in Davis

ORGANIZATIONS

UC Davis Robotics Club

September 2016 – June 2017

- Worked in a small group to develop code for a micromouse using C++, Arduino components, and git.
- Was responsible for developing mapping coordinates, using Arduino components, and reviewing other group members code

UC Davis Video Game Development Club

October 2015 – June 2016

- Learned to use assets, C#, game physics, and animations inside game development software such as Unity and GameMaker
- Applied the new concepts I learned to create a flappy bird clone and a moving 3D rolling ball game

PROJECTS

Conway's Game of Life (C programming language)

- Constructed simulation of Conway's Game of Life using linked lists, arrays, dynamic allocation, recursion, and classes in C

Import Python SimPy Library into R (Scripting languages, R programming)

- Worked in group of four to make a SimPy clone R package using big memory to allocate for missing multi-threading functionality in R

Created Server in Python (Scripting languages, Python)

- Used python's socket library to develop a server and a host, in which a user can read, or write to a text file

MIPS CPUs (Computer Architecture, Logisim)

- Constructed MIPS multicycle, single cycle, and pipeline CPUs in Logisim using RAM, ROM, logic gates, register files, ALU, FSM logic, etc.

Porting Warcraft II to Android (IN PROGRESS, Android Studio Java)

- In the process of porting Warcraft II from Linux to Android alongside classmates using Android Studio.