DANIEL ANDRADE

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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
Computer Graphics (OpenGL)
Probability and Statistical Modeling
in Computer Science

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.