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

SKILLS

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

Escape Building *(C++, Unreal Engine)*
- Created a Building Escape game using **Unreal engine** and **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 *(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 **Java** and **Android Studio**.