

# 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  
Operating Systems (CURRENT)  
Embedded Systems

## SKILLS

### Programming

*Python, C/C++, HTML, CSS, Bootstrap,  
JavaScript, React, Django jQuery,  
NodeJS*

### 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 Computer Science Placement Website

*January 2019 – Present*

- Worked closely with professor and councilor in developing a test placement website for incoming students at UC Davis
- Responsible for full stack development using **Django, Python, JavaScript, HTML/CSS, Bootstrap, SQLite3** and **API's**.

### 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

## PROJECTS

### Portfolio Website (*HTML, CSS, JavaScript, jQuery, Bootstrap*)

- <https://daniel9a.github.io/>

### Escape Building (*C++, Unreal Engine*)

- Created a Building Escape game using **Unreal engine** and **C++**

### Porting Warcraft II to Android (*Android Studio Java*)

- Ported Warcraft II from Linux to Android alongside classmates using **Java** and **Android Studio**.

### 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.

### 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

## 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