DANIEL ANDRADE

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github.com/daniel9a 🔗

https://daniel9a.github.io/ 🖥

EDUCATION

University of California Davis
June 2019
B.S. Computer Science & Engineering

COURSEWORK

Object -Oriented Programming
Data Structures and Programming
Algorithm Design and Analysis
Computer Architecture
Web Programming
Programming / Scripting Languages
Computer Graphics (OpenGL)
Probability and Statistical Modeling
in Computer Science
Operating Systems
Embedded Systems

SKILLS

Programming
(Proficient)
Python, C/C++, Git, Django
(Familiar)
*HTML, CSS, JavaScript, jQuery, NodeJS,
React, Express SQL*
Microsoft Office
Word, Excel, PowerPoint, Access
Operating Systems
Windows 7, 8, 10, Mac OS, Linux, Unix
Other
*Logisim, Bilingual (English & Spanish)
Data Analysis, Latex*

RELATIVE EXPERIENCE

CCGroup Inc. - *Software Engineer*
September 2019 – Present
- Develop new features and improve client issues using **C/C++** to improve the efficiency and quality to the Market Basket healthcare delivery system
- Analyze database tables using **SQL queries** and automate data analysis with **Python** scripts
- Leverage Knowledge in **C/C++** in Visual Studio IDE, **SQL** in SQL Server Management Studio and Microsoft Access, **Python** for analysis, **Jira** for program management, and **TortoiseSVN** for version control, Windows environment for development environment

UC Davis Computer Science Placement Website – *Software Engineer Intern*
January 2019 – June 2019
- Collaborated with professor and councilor to develop a test placement website for incoming students at UC Davis
- Responsible for full stack development
- Leverage Knowledge in **Django** and **Python** for server side/backend, **HTML/CSS, Bootstrap**, and **JavaScript** for front-end, **SQLite3** for database, Third party **API's** for client specific features **Django, Python, JavaScript, HTML/CSS, Bootstrap, SQLite3, REST** and **API's**.

PROJECTS

Portfolio Website *(HTML, CSS, JavaScript, jQuery, Bootstrap)*
- **https://daniel9a.github.io/**

Discord Bot *(Python, discord.py, flask)*
- Created discord bot with supported built in bot commands and timing actions

Techqueria *(HTML, CSS, Markdown, JS)*
- Contributed to their open source website by adding to their resources page

Computer Graphics *(C/C++, OpenGL)*
- Created a 3d transformation and projection system, Phong lighting model, and ray tracer using OpenGL

DevConnector *(MongoDB, Express, React, Node)*
- A social network for developers, built on the MERN stack https://guarded-sea-08807.herokuapp.com/

SpaceX Launch Stats *(React, GraphQL, HTML, JavaScript, NodeJS)*
- A React application that that uses SpaceX API to display launch details https://flannel-smarties-58681.herokuapp.com

Gatsby Blog *(React, Gatsby, GraphQL, Netlify,HTML, CSS, JavaScript)*
- A blog template created using Gatsby https://sleepy-aryabhata-daee42.netlify.com/

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