

Daniel Adam Acevedo

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EDUCATION

California State Polytechnic University, Pomona

Master of Science, Computer Science

Expected Graduation Date: June 2018

University of California, Irvine

Bachelor of Science, Computer Science

2012 – 2016

EXPERIENCE

Presentation Engineering Intern

05/2017 – 08/2017

Sony Interactive Entertainment (PlayStation)

- Improved tools used to build scenes and presentations in games, which improved designer proficiency.
- Built presentations that will appear when a situation is triggered during gameplay.

NREIP Intern

06/2015 – 08/2015

SPAWAR Systems Center Pacific

- Developed a graphical user interface for a live monitoring and migration system for virtual machines.
- Utilized different tools to allow for the live migration of virtual machines to different physical machines.

Lab Tutor

09/2014 – 03/2016

University of California, Irvine – Department of Information and Computer Science

- Tutored undergraduate students in UC Irvine's Programming Software Libraries course during lab hours.
- Offered assistance in coding and programming concepts.

PROJECTS

Project Lightning

- Constructed an artificial intelligence for enemy characters that attack the main character.
- Developed game logic for main character.
- Led various team meetings to guide the direction in which the game is going.

Imitare

- Developed an artificial intelligence that would process a Twitter or Yelp account, or a novel, and create sentences as if it were the author.
- Designed the graphical user interface.

Automated Plagiarism and Grading System

- Created automated Google searches to check if a submitted file has been plagiarized.
- Generated a grade based on a selected criteria and if the file was not marked as plagiarized.

RESEARCH

Undergraduate Researcher – Climate Modeling

10/2014 – 04/2015

University of California, Irvine – Department of Earth System Science

- Programmed software to graph seasonal weather anomalies from historical and projected future models.
- Re-gridded climate models to more accurately compare and contrast data.

LEADERSHIP

Mentor

09/2013 – 06/2016

California Alliance for Minority Participation (CAMP)

- Mentored undergraduate students in the areas of Computer Science, Informatics, Writing, and Math.
- Guided incoming freshmen into university life and courses during the CAMP Summer Science Academy.

SKILLS

- | | |
|-----------------------------------|--|
| • C/C++ Programming Language | • Parallel Programming |
| • Python Programming Language | • MySQL |
| • Java Programming Language | • Unit Testing |
| • HTML, JavaScript, CSS Languages | • Flask, Spring, CppCMS Web Frameworks |
| • Object-Oriented Programming | • Experience with Linux/UNIX/Assembly |