

# Daniel Adea

[dadea@ucla.edu](mailto:dadea@ucla.edu) • 909-527-9123 • [linkedin.com/in/danieladea](https://www.linkedin.com/in/danieladea) • [github.com/danieladea](https://github.com/danieladea)

## EDUCATION

09/2017 - PRESENT

**University of California, Los Angeles** B.S. in Computer Science, Spring 2021

- Major GPA: 3.5/4.0
- Courses: Data Structures and Algorithms, Computer Organization, Software Construction Laboratory, Introduction to Machine Learning, Matlab Programming with Engineering Applications

## EXPERIENCE

06/2019 - 09/2019  
3 months, full-time

**Software Research Intern**, HRL Laboratories, Malibu

- Researched latest developments in papers and github for computer vision on vehicles
- Tested different implementations with Docker and presented quantitative and qualitative results in meetings
- Wrote shell scripts to parse data, edit files, etc, to exponentially decrease times for file entry/management
- Developed python code with the FastAI library to retrain networks for classification and object detection

03/2019 - 06/2019  
09/2019 - Present  
3 months,  
part-time

**Front-End Developer**, UCLA Institute of Risk Sciences, Los Angeles

- Used React.js, HTML, and CSS to implement website pages for Nasa JPL and other private companies
- Halved page load times by fixing navigation through routing and cleaning up unnecessary API calls
- Created settings pages, drawerlists, buttons, etc. with MaterialUI to make usage easier and more efficient

05/2017 - 09/2017  
1 month, part-time  
3 months, full-time

**Estimating & IT Intern**, Malcolm Drilling, Irwindale

- Used Excel and Access to assist Project Managers and Foremen to record, calculate, and analyze job site labor hours.
- Used analysis to compare expected versus actual to measure the efficiency of workers and save money
- Tracked concrete work statistics for new Rams stadium with spreadsheets and used the results to ensure accurate payment for subcontractors

06/2018 - 09/2018  
3 months,  
part-time

**Cashier**, Daiso, Rancho Cucamonga

- Cooperated with 5 coworkers to keep efficient stocking/cashiering and a happy experience for customers

## PROJECTS

09/2017 - Present

**UCLA UAS (Unmanned Aerial Systems)**

- Implemented mission markers, infowindows, with React.js and a Google Maps API for the ground subteam
- Coded interface functions to help create a web app which tracks and controls the air vehicle
- In a team of 10 engineering students, designed a 35 lb. airframe for an autonomous drone with Solidworks and subversion (TortoiseSVN) and utilized 3-D printing, soldering, and other machining to build it

03/2019

**Water Wars (LA Hacks)**

- Created a web app with 3 other students which gathers and displays water usage information and gamifies it to encourage water conservation
- Implemented user input pages and a map page with custom markers that vary by house water usage

02/2019

**InclusiveClick (UCLA Hackathon)**

- Implemented a web app with two other students which would replace the expensive UCLA clicker system
- Programmed user input pages and a map page with custom markers varying by water usage

05/2018

**Tetris Programming Project**

- Developed a fully functional game of Tetris with C++ including rotating pieces and a scoreboard
- Utilized object-oriented programming including polymorphism and encapsulation

## SKILLS

**Proficient:** C/C++ • HTML/CSS • JavaScript • React.js • Python • Bash • Git • Google & Microsoft Office Suites

**Basic:** MATLAB • Docker • PyTorch • CMake • Swift • SVN • Solidworks

## ACTIVITIES

**Kappa Kappa Psi: Music Service Fraternity**

- Fraternal Relations Officer (06/2018 - 06/2019)
- Member (01/2018 - present)

**UCLA Marching Band**

- Clarinet Player (09/2017 - present)

**PREP: Pilipino Recruitment and Enrichment Program**

- Social Media Coordinator (09/2017 - 06/2019)