

# Daniel Clark-Orive

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## EDUCATION

**BACHELOR OF ARTS** Computer Science  
University Of Minnesota Twin Cities  
*Minneapolis, MN, Expected graduation in May 2022*  
GPA: 3.36

## PROJECTS & PROFESSIONAL SUMMARY

<https://github.com/danielclark12/Projects>

I am a fourth year Computer Science student at the University of Minnesota. Over my undergraduate studies I have worked with a variety of languages/technologies and have completed a wide range of projects ranging from low-level assembly to full stack web development.

On my GitHub you can find many projects that I have completed, including a **Full-Stack Schedule Management Software** based off of Node.js and MySQL.

## EXPERIENCE

### ISLAND LAKE GOLF AND TRAINING

*IT Specialist | Shoreview, MN | May 2019 - Current*

*References: Ryan McCormick: (480)-221-0832*

*Shane Wallace-Browne: (480)-403-1050*

I work on and install various technologies in the clubhouse. Examples of work I have done include

- Selecting PC components and building the main machine
- Connecting security systems to remote devices
- Installing & connecting network devices
- Installing & updating main software systems
- Maintain Point of Sale computer systems
- General upkeep of all technological operations

## PROGRAMMING LANGUAGES

**Proficient** in Java, Python, C, Javascript

**Strong** in HTML, CSS

**Familiar** with OCaml, C++, PHP

## WEB DEVELOPMENT SKILLS

Javascript/Jquery, HTML5, CSS

JSON, XML

Bootstrap

Node.js, Express, AJAX

MongoDB, MySQL, AWS

API's

## TECHNICAL SKILLS

Native Spanish Speaker, Reader and Writer

Software Engineering Principles

UML Class Design

Git / GitHub

Socket Programming

Build Automation Systems (Gradle/Makefiles)

Automated Testing

Linux

Object Oriented Programming

Team-Based Development