

Daniel Daugbjerg

dadaugbjerg@sandiego.edu | daugprojects.dev | (415)-827-0073 | linkedin.com/in/danieldaugbjerg | github.com/danieldaug

Education

University of San Diego

San Diego, CA

B.S. in Computer Science, *Concentration in Data Science/Artificial Intelligence*

Cumulative 3.78 GPA (4.0 in CS)

Graduation Date: 2025

Work Experience

SWE Intern, BAE Systems

June 2024

- Agile software development strategy with team of developers for UI operations in collaboration with backend and UX teams
- After joining with two other developers, increased percentage of tasks completed per iteration by 51.5%
- Used Vue framework built on JavaScript/TypeScript to build/modify web and model components, and wrote unit tests and storybook implementations to ensure proper functionality
- Presented and explained projects worked on in each iteration at live demonstrations in front of customers

Computer Science Lab Assistant and Tutor, University of San Diego

September 2023

- Worked in two classes to help students understand their coding assignments during labs
- Tutored students who need help with any computer science related problems such as labs assignments, homework, and coding projects

Projects

Daily Disc (3D Mobile Video Game) | *GDScript, Blender*

August 2023

- 3D mobile game with random map generation using perlin noise, 100% original model and asset designs, and disc throwing physics and collisions
- Written in GDScript and run on Godot Game Engine

Texas Hold'em Bot | *Python, Pandas, NumPy, Scikit-Learn, Tkinter*

May 2024

- Built Texas Hold'em bot with perceptron learning machine to guess whether to bet or fold on a given hand using cards on the table (if present) and hand, made easy to experiment with other learning machines
- Includes random data generator simulating thousands of poker hands and outputting data into 4 csv files for each stage of a round of Texas Hold'em

Most Stones Within Manhattan Distance | *Python*

April 2024

- Solution that utilizes dynamic programming to calculate and find the location with the maximum number of stones within a given Manhattan distance from it on a grid of randomly placed stones
- Rotates the grid 45 degrees in order to calculate the Manhattan distance in an easier fashion and searches for the square containing the most stones using a memoization table built by dynamic programming

Skip's Clothing Store | *skipsclothing.store (now blamcreative.com)*

June 2022

- Created a clothing brand with original designs and ideas
- Managed advertising, social media, and production of products

Skills and Qualifications

- Experience using Python, Java, C, Objective-C, HTML, CSS, JavaScript, TypeScript, C++, Node.js, Valgrind, Pandas, R, SQL, Jira, Assembly, Git, Vim, Anaconda, NumPy, and GDScript
- Relevant Coursework: OOP, Automata, Digital Hardware, Neural Networks, Data Science, Networking, Algorithms, Computer Systems, Data Structures and Algorithms
- Self-motivation and discipline shown through starting a business and running it independently