

Daniel Daughjerg

ddaughjerg@sandiego.edu * (415)-827-0073

Education	University of San Diego	San Diego, CA
	Bachelor of Science, Computer Science	Graduation Date: 2025

Relevant Experience and Projects

Portfolio Website, <https://daugprojects.dev/> June 2023

- Learned HTML, CSS, and JS over summer break in order to create a website from scratch, showcasing previous projects, background, and experience as a programmer

Video Game, Godot Engine January 2023

- Learned Godot language, GDScript, (similar to Python) in order to learn how to program a game using the engine
- Created a basic 2D game including moving animated characters that collide, interact, and take in user input

University of San Diego Computer Science Lab Assistant and Tutor September 2023

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

School Coding Projects, University of San Diego September 2021

- Created many projects throughout education at USD including making Wordle with tkinter, compressing and decompressing files, and manipulating bytes and bits
- Some significant projects are showcased in the portfolio website linked above

Proprietor, Skip's Clothing Store, skipsclothing.store (discontinued) 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, HTML, CSS, and GDScript. Also familiar with JS and C++
- Ability to learn new code efficiently. This is demonstrated through my portfolio website and video game, which both use code that I personally learned through the internet
- Experience in hard-working jobs and activities: Used to the fast pace of customer service while working in fast food as well as the pressure to package materials by specific deadlines
- Self-motivation and discipline shown through starting a business and running it independently