Daniel A. Duazo

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EDUCATION

University of California, Berkeley| Berkeley, CA
B.A. Computer Science May 2018
GPA: 3.34
Relevant Coursework: Efficient Algorithms and Intractable Problems, Data Structures, Computer Architecture, Economics

PROFESSIONAL EXPERIENCE

UC Berkeley Dept. of Electrical Engineering & Computer Science| Berkeley, CA
Academic Intern Jan 2015 – Present
- Assisted the CS10 (Jan 2015 - present) and CS61A (Aug 2015 - present) course staff
- Attended to students' questions regarding elementary computer science theory and concepts
- Reviewed and contributed to the improvement of course materials released to students biweekly

University of California Athletics Department | Berkeley, CA
Sports Medicine Intern Aug 2015 – Present
- Worked under the supervision of team physicians and athletic training staff to provide modern training, progressive treatment and rehabilitative care to student-athletes – specifically to players on the men's basketball team

LEADERSHIP AND EXTRACURRICULARS

Institute of Electrical and Electronics Engineers| Berkeley, CA
Industrial Relations Officer Jan 2016 – Present
- Officer in the Industrial Relations committee
- Assisted in planning industry info sessions, tech talks, and the biannual UCB Startup Fair

Theta Delta Chi Fraternity| Berkeley, CA Jan 2015 - Present
- Participated in philanthropy events throughout my time as a brother, mainly with Autism Speaks U
- Assisted in the planning and organization of several annual events including the Autism Speaks U 5K Walk/Run and the TDX House of Horrors

PROJECTS

MIPS Assembler and Linker
Technologies Used: C, MIPS Assembly Language
- Created a two-pass assembler that translates a subset of the MIPS instruction set to machine code and a linker that processes .out object files into an executable

Gitlet
Technologies Used: Java
- Implemented a version-control system similar to Git that is capable of committing, branching, and merging
- Used serialization and SHA-1 hash values to quickly store files and keep track of changes

Lines of Action
Technologies Used: Java, Game Trees (Alpha-Beta Pruning)
- Created an AI that uses game trees and alpha-beta pruning to play the board game Lines of Action
- The AI is capable of making legal moves and can find forced wins within a small number of moves

SKILLS

Programming Languages:	Java, C, Python, Scheme/LISP, SQLite
Web Development:	HTTP/CSS, Bootstrap
Tools:	Git, Eclipse IDE, LaTeX, Adobe Photoshop, Adobe InDesign
Spoken Languages:	Basic understanding of Spanish and Tagalog (Filipino)