

Daniel A. Duazo

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EDUCATION

University of California, Berkeley | Berkeley, CA

B.A. Computer Science

May 2018

Relevant Coursework: Efficient Algorithms and Intractable Problems, Data Structures, Computer Architecture, Economics

SKILLS

Programming Languages: Java, C/C++, Python, PHP
Web Development: JavaScript (jQuery), HTTP/CSS, Bootstrap
Tools: MySQL/MariaDB, Git, LaTeX, Adobe Photoshop, Adobe InDesign
Spoken Languages: Basic understanding of Spanish and Tagalog (Filipino)

PROFESSIONAL EXPERIENCE

The Aerospace Corporation | El Segundo, CA

Intern

May 2016 – Aug 2016

- As a member of a team of 4, created an interactive web-based timeline app to efficiently and effectively track the history of tests of government space vehicles conducted by The Aerospace Corporation's Systems Engineering Division and their contractors
- Implemented the user interface/front end with Javascript (jQuery)
- Developed the back end with a MySQL (MariaDB) database and PHP

UC Berkeley Dept. of Electrical Engineering & Computer Science | Berkeley, CA

Academic Intern

Jan 2015 – May 2016

- Assisted the CS10 (Jan 2015 - May 2015) and CS61A (Aug 2015 - May 2016) 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

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

University of California Athletics Department | Berkeley, CA

Sports Medicine Intern

Aug 2015 – May 2016

- 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

PROJECTS

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