

Daniel Fritsch

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PROGRAMMING SKILLS

- **Skills:** Java, Python, Bash, UNIX, Git, Vim

EDUCATION

- **University of California, San Diego** La Jolla, CA
Bachelor of Science in Computer Science; Expected June 2021; Major GPA: 4.00 *Sep. 2017 – Jun. 2021*
 - **CSE 11:** Intro to CS and Object-Oriented Programming: Java (Accelerated Pace)
 - * **Projects:** 10 projects involving: GUI, object oriented programming and design, multi-threading, event listeners, user input and error handling, recursion, inheritance, abstract classes, and interfaces.
 - **CSE 12:** Basic Data Structures and Object-Oriented Design *Currently Enrolled*
 - * **Projects:** JUnit testing, linked lists, doubly-linked lists, worklists (stack and queue), and runtime.
 - **CSE 15L:** Software Tools and Techniques Laboratory *Currently Enrolled*
 - * **Projects:** Unix, vim, debugging, JUnit, makefiles, and git.
- **Los Altos High School** Los Altos, CA
Weighted GPA: 4.42 *Aug. 2013 – Jun. 2017*
 - **AP Computer Science (Java):** AP Test Score: 5

EXPERIENCE

- **Pyze, Inc** Redwood City, CA
Software Engineer Intern *Jun. 2016 - Aug. 2016*
 - **Pyze:** Startup that uses AI technologies to help automate growth for businesses at any stage in their development. Competes with Mixpanel.
 - **Automated Growth Team:** Created a Python script that automatically gathers potential client/company emails and sends an introductory email about the services Pyze has to offer.
 - **Marketing:** Led some marketing operations for Pyze. Improved Twitter profile, connected with clients over email, and created/updated blog posts with new and relevant product info.

PROJECTS

- **Machine Learning A-Z: Hands-On Python In Data Science:** Udemy.com course that focuses on creating Machine Learning algorithms and models using Python. Data processing, regressions, classification, clustering, reinforcement learning, natural language processing, deep learning, and model selection.
- **Doodle Jump:** Created a GUI application of the game Doodle Jump, using Java and OOP design.
- **2048:** Programmed a Java text-based game that replicated the popular 2048 graphics game.
- **Welcome to Artificial Intelligence A-Z: Learn How To Build An AI *Completion in progress*:** Udemy.com course geared towards building AI technologies. Build AI using Python, OpenAI Gym, AI theory, virtual self-driving car, AI to win games, Q-Learning, Deep Q-Learning, Deep Convolutional Q-Learning, A3C

EXTRA CURRICULAR

- **Teaching Kids Code** Mountain View, CA
Organization Founder and Instructor *Aug. 2016 - Dec. 2016*
 - **Founder:** I founded this organization and led a small team with a purpose of sparking early interest in computer science in young elementary schoolers.
 - **Instructor:** Led several interactive classes/workshops with over 70 students total, teaching the basics of computer science and Java programming. Experienced great results: many students genuinely intrigued by the concept of CS, and the school principal recommending Teaching Kids Code to other local schools.