

Daniel M. Grigsby

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Education

University of Georgia | Athens, GA

December 2024

Bachelor of Science in Computer Science

- GPA: 3.93
- Recurrent Dean's List Recipient, Zell Miller Scholarship (Full Tuition)
- Relevant Coursework: Software Engineering, Systems and Programming, Discrete Math

Experience

Robins Air Force Base

June 2022 – August 2022

Software Engineer Intern

Warner Robins, Georgia

- Utilized a raspberry pi to develop frenooove smart car using Python and TensorFlow and implemented artificial intelligence features such as object seeking, detection, and avoidance
- Designed and implemented a chaff dispenser simulator for fighter airplanes using Python and electronic breadboards
- Collaborated in teams of two and briefed progress updates through the use of daily standups under an agile development cycle

Robins Air Force Base

June 2021 - August 2021

Software Engineer Intern

Warner Robins, Georgia

- Developed an airplane landing/takeoff application using C# that determined whether an airplane was clear to land or take off based on a multitude of factors including runway data, cargo weight, plane type
- Implemented a web scraper to obtain live weather and runway information for the application
- Coordinated a team of three and communicated status updates with supervisors and managed our teams progress

University of Georgia

September 2022 - Present

Undergraduate Teacher Assistant

Athens, Georgia

- Served as a UTA for my introduction to computing and programming class (CSCI 1301)
- Expressed mastery of material through working directly with the professor in assignment evaluation
- Assessed weekly coding assignments in the form of labs and managed the grades of 90+ students

Projects

Sudoku | Java

February 2022

- Designed and implemented a Java version of the game Sudoku that allows the user to play on a 2x2 or 3x3 board and uses an algorithm in order to create its own answer key and game board
- Coded in 48 hours and was submitted for the UGA HACKS 7 hackathon and worked in a team of four
- Contributed by developing the software for the future implementation of seed files and created the code that gave the user's input functionality

Organizations

CodeHub | University of Georgia

August 2022 – Present

- Developing a version of snake using Java, JavaFX and Java packages such as Java Swing
- Collaborated in a team of two and used GitHub for source control
- Engaged in weekly daily stand-ups and worked under agile development environment

Awards (I.A.)

Congressional App Challenge Winner 2020 | PBIS

June 2020 - January 2021

- Developed an application using Flutter in order to replace our schools positive behavior rewards program
- Collaborated in a team of four and contributed by developing front-end side of program

Technical Skills

Languages: Java (Proficient), Python (Proficient), C# (Proficient), C (intermediate), HTML & CSS (intermediate)

Frameworks : Flutter (Proficient)

Developer Tools: Git, GitHub