

DANIEL WILSON

SOFTWARE ENGINEER | DESIGNER

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Seeking
Fulltime

EXPERIENCE

JPL

SOFTWARE ENGINEER INTERN
Summer 2016

Developed web applications to support MS Hololens.
Designed and tested interfaces used by JPL.
Refactored existing applications to modern standards.
Wrote software architecture documents for future use.

Weebly

SOFTWARE ENGINEER INTERN
Summer 2015

Pushed fixes and features to a large scale application.
Adopted Industry standard code quality.
Developed an in house front-end framework.
Worked on a hobby project still used in the office.

Stumped

CREATIVE DIRECTOR
2016

Designed UI/UX for iOS, Android, and Web apps.
Created brand assets using Illustrator and Sketch.
Communicated brand themes with Co-founders.
Researched modern design theories (Material, iOS).

PROFICIENCIES

Development

C++	Node.js	Angular.js
Python	C#	Android
Javascript	NLTK	IDEs
PHP	Bash	Linux

Design

Illustrator	★★★★★
Sketch	★★★★★
Photoshop	★★★★★

Video

Final Cut Pro	★★★★★
Color Grading	★★★★★
Editing	★★★★★
Audio Mastering	★★★★★

EDUCATION

University of Michigan

2017

COMPUTER SCIENCE ENGINEERING

Represented the University at CES, showcasing a DIY Smarthome demo.
Student Government Engineering Representative.
O'Connors Scholar.
Member of high-energy percussion performance group.
Member of professional technology fraternity Kappa Theta Pi.

PROJECTS

BlitzBlock

Android tapping game.
Available on Google Play.
★ 4.7 Rating

Moodbox

Personalized playlist generation using vocal tone and sentiment analysis.

Messenger Bot

Personal Assistant chatbot that provides weather information as well as surf reports.

Groupme Bot

Open-source project for building a modular Groupme chatbot.

VOLUNTEERING

Hack the Hood

Taught web development to young kids in Oakland, CA.
Led workshops and gave talks about web technologies and their applications.

Detroit Partnership

Helped Detroit kids with their resumes and interviews.
Worked in a soup kitchen for local homeless.

HOBBIES



TRAVEL



SPORTS



MUSIC



FILM