

DANIEL A. ROMERO MORGADO

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OBJECTIVE

Aspiring CS/DAS intern, eager to apply academic knowledge in a professional setting, with a particular interest in game and software development. Motivated to enhance practical and programming skills while contributing to impactful programs.

EDUCATION

Bachelor of Science in Computer Science and Digital Arts and Sciences

May 2026

University of Florida, Gainesville, FL

GPA 3.8

Relevant Coursework: Data Structures and Algorithm, Applications of Discrete Structures, Programming 1 & 2 (Python & C++), Creating Mobile Games, Engineering Design & Society, Computer Model Formulation, Professional Communication for Engineers

RELEVANT EXPERIENCES (PROJECTS AND HACKATHONS)

Professional Portfolio Website (danielromerom.github.io)

August 2024

- Designed a personal portfolio to showcase projects, relevant experiences, and technical skills.
- Integrated web development principles using HTML, CSS, and JavaScript, highlighting game development, UI/UX, and software engineering work.

WingCity — WiNGHacks UF Hackathon (devpost.com/software/wingcity)

April 2024

Role: Game Design and Artificial Intelligence

- Developed an innovative game using Open AI's API to address the lack of mentorship available to women, non-binary, and gender non-conforming students.
- Utilized Unity (C#) as the game engine and Pixel Studio for designing mentors and building sprites.

WORK EXPERIENCE

Shift Lead

March 2023 – September 2024

Jeremiah's Italian Ice, Gainesville, FL

- Provided stellar guest service, creating a welcoming atmosphere, and offering tailored suggestions.
- Managed daily opening and closing procedures independently, handling tills with \$1,000+ daily, ensuring a smooth start for the team.
- Established clear communication channels to optimize efficiency and enhance worker satisfaction.

LEADERSHIP AND INVOLVEMENT

WiNGHacks UF

University of Florida, Gainesville, FL

Committee Chair - Tech Support

July 2024 – Current

- Leading UF's first hackathon focused on addressing issues faced by women and gender-nonconforming students.
- Creating and managing the DevPost and Discord, while providing direct support to other committee directors and Hackathon participants.

Society of Hispanic Engineering Professionals (SHPE)

University of Florida, Gainesville, FL

Tech Cabinet – UI/UX Director

September 2024 – Current

- Designing and implementing key aspects of SHPE UF's mobile app and website, while focusing on enhancing user experience.

Design Team – Automated Vehicle

September 2023 – December 2023

- Collaborated with a team to conceptualize and materialize the circuitry of a miniature automated vehicle.
- Implemented a Raspberry Pi and Pi Camera, enabling real-time response and navigation based on live visual feedback

Hispanic Student Association (HSA)

University of Florida, Gainesville, FL

Hispanic Student Association Cabinet – MLP Mentorship Co-Director

June 2023 – May 2024

- Paired 40 incoming members of the HSA MLP Program with upper-class students to provide professional, academic, and social guidance.
- Secured funding through student government for leadership-building and team-bonding events.
- Organized events to foster relationships between mentors, mentees, and other program members.

OTHER SKILLS AND LANGUAGES

English (Native), Spanish (Native), C++ (Proficient), Python, JavaScript, Figma, Blender, Unity, HTML, CSS