

Daniel Langridge

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Academic Experience

Artificial Intelligence | Databases | Algorithms | Graphics

Undergraduate within the field of Computer Science in the University of California Riverside

Languages

Proficiency in C++ 2 years experience, Python 1 year experience

Some experience in PHP,, Javascript

Database experience

Some experience in XML, HTML, CSS

Platforms

Linux, some experience with Bash, Windows

Graphics

Proficiency in Blender

Some experience with OpenGL, XNA

Environments

Proficiency with VI improved, Eclipse

Some experience with Apache HTTP Server, Windows Visual Studio

Supplemental Projects

OpenGL Solar system - built to learn the basics for OpenGL 2011

Textfile Viewer - enters a selected directory and iterates through the pre-made text files and outputs physics formulae, created and used mainly for use during engineering physics. 2011

Competitive Events

ACM programming competition Socal participant 2011

ImagineCup phone game design participant 2011

Organizations

ACM Social Coordinator 2010

Work Experience

Technical Support MediaFire 2009-10