# Danny Le

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## Education

**University of Utah** — Salt Lake City, UT
*Bachelor of Arts in Computer Science* — *Expected Fall 2026*

- **Relevant Coursework:** Data Structures, Algorithms, Data Wrangling, Computer Vision, Human Center Design, Engineering Probability & Statistics, Linear Algebra, Discrete Mathematics, Calculus II & III
- **Activities:** Technical Coding Club, Software Development Club

## Selected Projects

**Manual Driving Simulator** | *C++, Qt, Qt Creator*

- Developed a desktop-based manual driving simulator using Qt Creator, allowing users to control a vehicle in a simulated environment with real-time visual updates
- Implemented event-driven input handling through Qt's signal–slot system to process steering, acceleration, and braking interactions

**Snake Client & Score Server** | *C#, .NET, MVC, SQL Server, TCP/IP, HTTP*

- Developed a networked Snake client that records live game and player data to a SQL Server database, designing relational schemas for games, players, timestamps, and max scores
- Built a lightweight HTTP web server from scratch to dynamically render game history and per-game statistics, implementing proper HTTP/1.1 headers, content length, and UTF-8 encoding

**SpriteEditor** | *C++, Qt, Qt Creator, qmake*

- Designed and implemented a desktop sprite editor supporting multi-layer editing, per-pixel drawing tools, onion skinning, frame-based animation, and animated sprite export
- Built an event-driven GUI using Qt's signal–slot architecture to manage real-time user interactions between tools, layers, canvas updates, and playback controls

## Skills

**Languages**: C/C++, Python, Java, TypeScript, JavaScript, HTML/CSS
**Developer Tools**: Git, Docker, Next.js, React, Node.js, Tailwind, Excel
**Concepts**: Software Engineering, Data Wrangling, Computer Vision, Frontend