

## Danny A. Araujo

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### Education

#### University at Buffalo, The State University of New York

Bachelor of Science, Computer Engineering

Anticipated 2018-2019

Dean's list: Fall 2014

Certificate of Achievement: SUNY Office of Opportunity Programs,

October 2015

### Engineering Projects

#### University at Buffalo, Department of Computer Science & Engineering

- Used MIPS Assembly language and simulations to create a program that adds/subtracts and multiplies matrices stored in memory using registers
- Used structural Verilog HDL and simulators to create programs such as a 16 bit ripple carry adder, 16 bit look ahead adder, and 4 bit comparator
- With a team of three classmates, engineered a game called *Carcassonne*, a Java based implementation of a popular board game as the final project. Adapted crucial communication skills, setting and reaching goals, and being able to reprioritize key features to boost efficiency.
- Recreated the smartphone game *2048* in a final project in a computer science course. First project setting and meeting personal and formal deadlines, learning how to break down a program

### Engineering Work Experience

University at Buffalo, Shared Instrumentation Laboratories, Buffalo, NY

*Administrative Assistant*

September 2016-present

- Under collaboration with the **College of Engineering and applied sciences** and the **College of Arts and Sciences**, the Shared Instrumentation Laboratories allows students and faculty to use cutting-edge research equipment that otherwise would not be available
- Learned the in-and-outs of what it means to be in a research lab and what it takes to maintain the facilities to the highest quality by maintaining organizing vital data and assisting with various administrative duties

ACE (Architecture, Construction, Engineering) Mentorship Program, New York, NY

*Mentee*

November 2013 – May 2014

- ACE is a mentorship program where prospective college students shadow professionals in real life projects, acquiring hands on experience in the thriving field of Engineering
- Worked alongside other students from around NYC and Engineers from **Thornton Tomasetti** to design a new proposed building, from design to calculations a complete blueprint using computer software

### Additional Work History

Hollister Co. 600 Broadway, New York, NY

*Stock Associate*

May 2015 – August 2015

- Collaborated with fellow employees to successfully maintain the flow of clothing and other merchandise from the inventory rooms to the sales floor, while assisting customers throughout the day
- Acquired sales experience, time management, prioritizing, and maintenance of retail products

### Skills / Interests

- Experience in tinkering with consumer products, exploring hardware and software across broad technologies
- Proficiency in Java, C++, HTML, CSS, Verilog, MIPS Instruction set
- Proficient with various OSs: Android, iOS, Windows, Linux, MacOS, and Desktop Applications: Windows Office (Word, Excel, PowerPoint, OneNote, OneDrive), Dropbox, Photoshop, Google Apps, etc.
- Fluency in Spanish
- Member of UB Society of Hispanic Professional Engineers (SHPE)