Danny A. Araujo

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355 8th Avenue Apt 8B New York, NY 10001

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

Projects

University at Buffalo, Department of Computer Science & Engineering

- Recreated the popular smartphone game *2048* in its entirely in Java for the final project in a computer science course. Was able to test skills learned in coding, setting and meeting personal and formal deadlines, and rationalizing solutions to make the product work
- With a team of classmates, engineered a game called *Carcassonne*, a Java based implementation of a popular board game for the final project in a computer science course. Had to quickly develop adept communication skills among 4 students, setting and meeting goals, and being able to reprioritize crucial work to boost efficiency.

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

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, at the same time offering assistance to a diverse group of costumers throughout the day
- Acquired an extensive amount of experience in sales, time management, completing assignments, prioritizing, and maintenance of retail products

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, thus receiving live, hands on experience in the thriving field
- Worked alongside other students from across the 5 boroughs and with Engineers from **Thornton Tomasetti** to design a new proposed building, from testing foundation to calculating the weight needed to be supported and creating a complete blueprint using computer software

Skills / Interests

- Have spent years exploring hardware and software of personal computers as well as televisions, smart phones, general consumer products etc.
- Proficient with various OSs: Android, IOS, Windows, Linux, MacOS, and internet services: Windows Office (Word, Excel, PowerPoint, OneNote, OneDrive), Dropbox, Photoshop, Google Apps, etc.
- Basic proficiency in Java, HTML, and CSS
- Fluent in Spanish