6406 Makee Ave
Los Angeles, Ca 90001

Danny C. Padilla
github.com/dannypadilla

(323) 327-3023
dpadilla010@gmail.com

EDUCATION

Los Angeles, Ca	California State University, Los Angeles	Fall 2015 – June 2018

- B.S in Computer Science, June 2018
- Undergraduate Coursework: Algorithms, Programming Paradigms, Web Programming, Cryptography, and Calculus II

EMPLOYMENT

Instructional Student Assistant for Computer Science	California State University, Los Angeles	Fall 2016

- Provide supplementary instruction and assistance to students for various computer science courses
- Evaluate student skill set and provide help to clarify concepts

Configuration Controller	Pacific Contours – Anaheim, Ca	2008 – 2013

- Enter EBOM/MBOM and parts list configurations to Epicor ERP System
- Maintain company website; upload photographs, documents, and profile updates

TECHNICAL EXPERIENCE

Projects

- **Car Connect** – Car Connected Hackathon 2016
  - Developed an application that reported automobile telemetry data via Amazon Alexa using voice control
  - As a team of three we created an Amazon Alexa skill using the Moj.io API written in JavaScript
- **Graffiti Locator** – Santa Barbara Hackathon 2016
  - Created an application that helped geotag graffiti via GPS location using ESRI ArcGIS platform
  - Used TensorFlow to train the app to distinguish between graffiti and street art
- **Light Box** – Optic Arts – Monterey Park, Ca 2016
  - Develop a prototype 3D concept room with mock lighting fixtures in Unity 5 for demoing to potential clients
  - Collaborate with a five-person team of students to help determine and negotiate customer requirements

ADDITIONAL EXPERIENCE AND AWARDS

- **Association for Computing Machinery** – California State University, Los Angeles   Spring 2016 – Spring 2017
  - Executive Council (Fall 2016 – Spring 2017)
    - Assist with planning events, meetings, and workshops
  - ACM Member of the Quarter Award - Spring 2016
  - ACM Picade - Spring 2016
    - Outfitted a team built arcade cabinet with a Raspberry Pi 3, two arcade sticks, monitor, and speakers
    - RetroPi was the platform used for student to develop, create, and upload games
  - ACM Magic Mirror
    - Installed the personal assistant mirror with a Raspberry Pi 3 and supporting open source software
    - A hands-on demonstration for students and members of how software and hardware are collaborated
- **Hackathons** - 2016/2017 Season
  - Citrus Hack, Poly Hack, Hacktech, Beach Hacks, SB Hacks, LA Hacks, Car Connected 2016, Lady Problems Hackathon
  - Enjoyed the environment and enthusiasm of creating and collaborating among various students and professionals from different backgrounds, majors, and industry
  - Felt pressures of deadlines, finalizing projects, distributing tasks, communication, motivation, disappointment, and sleep deprivation

LANGUAGES AND TECHNOLOGIES

- Java, Python, JavaScript, MySQL, HTML/CSS, git, OpenCV2/3, and MEAN Stack
- IntelliJ; Pycharm; Xcode; Emacs
- Fluent in English and Spanish