DANIEL ANORUO

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Education

- Towson University, (Towson MD) Class of 2026
- B, S., Computer Science (Software Engineer Track)
- **3.54 GPA Dean's List (2022-2024)**
- Relevant Coursework:
  - Calculus 1-2, Statistics, Discrete Mathematics
  - Introduction to Computer Science 1-2
  - Data Structures and Algorithms
  - Principles of Computer Organization.

Extracurriculars

- Software Engineering Club (2022-Present)
- Bit-Brothers Club (2022-Present)
- TU NSBE Club (2022-Present)
- Purdue CISTAR Scholars Program (2024)

Leadership

- NSBE Seek Mentor (Summer 2024)
- TU NSBE Board Member (2024-Present)
- Church Deacon (2023-Present)

Work Experience

- Media Tech Assistant, Maranatha SDA Church Bowie (2021-Present)
- Towson University Community Center Assistant (2023-Present)
- Anosco Properties, Real Estate Worker (2018-2022)
- Purdue CISTAR Undergrad Research REM Internship (2024)
  - Utilizing Programming for modeling energy systems to determine better usage of energy.

Skills

- Programming Languages: Java, Python, C++, Lua, Java Script.
- Personal Skills: Communication, Time Management, Team Player, Creativity, Problem Solver, and Versatility.
- Fundamental Computer Science Skills: Knowledge of using algorithms, data structures, and object-oriented programming.
- Fundamental Mathematical Skills:
  Knowledge of basic statistics, calculus-based math, and discrete math which can be implemented in code.

Projects

- Profile System (Python):
  - Developed a system to generate and store unique IDs for individuals, at the start of the program it will prompt the user for an ID (If stored).
  - Tools/Skills Used: Programming, Algorithms, Libraries, and Error/Exception Handling.
- Game Development (Lua):
  - Using Lua Code on the website Roblox, created games to appease the younger audience.
  - Tools/Skills Used: Programming, Physics Engine Algorithms, Libraries, Error/Exception Handling, OOP, Creativity, and Math.
- Tic-Tac-Toe (Java):
  - Developed a tic-tac-toe game that utilizes 3 arrays as the game board and shows the game board as the game is going by. This tic-tac-toe game accounts for input errors by the users and uses algorithms to see who wins or whether it is a draw or not.
  - Tools/Skills Used: Programming, Algorithms, Libraries, and Error/Exception Handling.
- Restaurant Check Program (Java):
  - Created a restaurant menu class that allows users to input any food choices they want, and based on their choice, they can find out the price of the total items, how many calories they are eating overall, and whether a particular item is healthy or not.
  - Tools/Skills Used: Programming, Algorithms, Error/Exception Handling, Object Oriented Code, Creativity, and mathematical calculations.
- Detective Game (Java)
  - Developed a detective game that involves the user moving to different locations, interacting with other NPCs, and interacting with different items in the game. This game contains 3 different endings to the game each of them showcasing a custom-made GUI at the end.
  - Tools/Skills Used: Programming, Algorithms, Creativity, I/O Exception Handling, Java Libraries, and Object-Oriented Code.
- Translator (Java)
  - Created a translator that translates English, Spanish, binary code, and Morse Code into any of the provided languages.
  - Tools/Skills Used: Programming, Algorithms, I/O Error Exception Handling, Creativity, Object Oriented Code, and Java Libraries.