

# DANIEL ANORUO

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## Education

- Towson University, (Towson MD) Class of 2026
  - Bachelors, Computer Science
  - Relevant Coursework: Calculus 1-2, Statistics, Discrete Mathematics, Introduction to Computer Science 1-2, Data Structures and Algorithms, Principles of Computer Organization.
  - Board Member on NSBE (Conference Planner)
  - 3.54 GPA Dean's List (2022-2024)**

## Skills

- Programming Languages: Java, Python, C++, Lua, JavaScript, Linux.
- Personal Skills: Communication, Time Management, Team Player, Creativity, Problem Solver, and Versatility.
- Knowledge of using algorithms, data structures, object-oriented programming.
- Frameworks: Node.js, Next.js, Firebase, React, etc.

## Experiences

- Media Tech Assistant, Maranatha SDA Church Bowie (2021-Present)
  - Worked in a group to provide an effective zoom and in person church service, often using visual effects over zoom to make the service more interactive.
- Towson University Community Center Assistant (2023-Present)
  - Provided a safe environment for residents living in dorms by ensuring everyone entering and exiting the building belonged there.
- Research Intern (May 2024 – June 29th, 2024)
  - Utilizing Machine Learning for modeling energy systems to determine better usage of energy. Conducted computational work on Python and Linux. Used different machine learning libraries in python to conduct research (tensor flow, etc.)
- NSBE SEEK Mentor (July 2024 – August 2024)
  - Mentored Children on Computer Science Principles and Engineering Principles. This included mentoring them to build robots (CyberPi), mentoring them to program the robots, and preparing them for competitions against other classes.
- Incoming Baltimore Data Science Researcher (August 2024-Present)
  - Analyzing trends in Baltimore through data science and machine learning principles.

## 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 and if none is provided it will generate the ID and store any important information to a mock database.
- Simple Dice Roll Game

Utilizing the tkinter library and the random library, I created a simple game that rolls a dice and displays the number on the screen. The whole project is on a GUI.
- Game Development (Lua)

Using Lua Code on the website Roblox, created games to appease the younger audience. This platform came with its very own physics engine, libraries (roact and rodux), and programming language which is Lua.
- Personal Portfolio (HTML, CSS, JavaScript)

Created an online portfolio showcasing myself, my abilities, and my goals.
- Translator Game (Java)

Created a translator that translates English, binary code, and Morse Code into any of the provided languages. Follows an algorithm that translates each word until a blank space piece by piece.
- Voice Controlled Robot (Python)

Created a robot that moves when it senses an object in front of it. The robot model used is CyberPi, and I was able to accomplish this by utilizing the IDE provided by mBlock which gave access to different libraries for the robot.
- Pantry Packer (Firebase, Node.js, Next.js)

In this full stack project, I created a system that mimics a pantry. You can add/remove items to the pantry, and it will save to a database (utilizing firebase).
- Customer Service Robot (Node.js, Next.js, Firebase, OpenAI API)

Created a chatbot for my fellowship with a team, this is considered a full stack project since it combines front end development (website design) with back end development (Use of API's).
- Internship Project (Linux, Python)

Utilizing Linux and Python's machine learning modules, my team analyzed catalysts at a molecular level to determine better ways to support it in chemical reactions. In Linux, my lab partners and I had access to clusters that allowed us to visualize the atoms through GUIs, and when we did our computational work, we used python.