Daniel Toth

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EDUCATION

University of California - Berkeley - Berkeley, CA — Graduating May 2020

- Current GPA is a 3.647
- Bachelor's Degree in Computer Science

Relevant Coursework

Efficient Algorithms and Intractable Problems, Data Structures, Computer Architecture, Artificial Intelligence, The Structure and Interpretation of Computer Programs, Discrete Mathematics and Probability Theory

TECHNICAL SKILLS

Languages: Java, Python, C, C#, C++, Go, HTML, CSS, SQL, Scheme(Lisp), RISC V

Tools: Windows, macOS, Linux(UNIX), Git

EXPERIENCE

Webmaster, Game Design and Development at Berkeley - Berkeley, CA — May 2018 - Present

- Created and currently maintain the website at gamedesign.berkeley.edu
- Uses HTML and CSS, and a customized implementation of Material Design Lite.

Desktop Engineer, SAIT - UC Berkeley — May 2018 - Present

- Work closely with front-line support teams in order to reach deployment deadlines.
- Script software and image deployment to a large number of remote workstations.
- Act as a resource for other IT Staff.

Network Manager, Berkeley Student Cooperative - Ridge House, Berkeley, CA — Jan 2018 - Present

- Negotiate with ISPs for better deals that conform to the unique situation of the BSC.
- Perform upgrades and re-configurations to improve network stability.

Student Technology Consultant, SAIT - UC Berkeley — Aug 2017 - May 2018

- Worked with a team to provide tech support for students on campus and in dorms.
- Interacted both in person and over the phone and made appointments with students.
- Helped to educate students about technical resources on campus.

PROJECTS

- OpenAux, a web app for shared music queues that uses machine learning to create recommendations.
- A C program that takes bitmap images and creates a depth map of changes, stored with quadtree compression
- Made a roguelike game in Unity using C# with a team of four over a period of three months.
- Created a light-weight version of Git using Java, including support for remote repositories.
- Created a natural language processing program that responded to inquiries about an input text using Python.
- Worked with a hackathon team to make an android app that shows bus stops for the lines near UC Berkeley.
- Worked with fellow members of SAIT to create a Twitter bot in Python for Hack Mental Health.
- Built a simple version of SQL in Java, supporting all common commands.
- Used the Model View Controller design pattern to build 2048 in Java.