

Daniel Toth

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EDUCATION

University of California - Berkeley - Berkeley, CA

Graduating May 2020

- Current GPA is a 3.5
- Bachelor's Degree in Computer Science

Relevant Coursework

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

TECHNICAL SKILLS

Proficient: UNIX, Java, Spring Framework, Python, Ruby on Rails, C, C#, C++, HTML, CSS, Javascript, jQuery, SQL, RISC-V, LaTeX, Unity Engine, Jupyter, Git

Familiar: Go, Spark, Scheme(Lisp), Intel Intrinsics, Intel x86 Assembly, Open MP, GCP, Firebase, Powershell, Docker, Kubernetes, OpenShift

EXPERIENCE

Full Stack Software Engineering Intern, Boeing Space and Launch - El Segundo, CA

May 2019 - Aug 2019

- Worked in Space Electronics to assess and rebuild a legacy database browsing web application.
- Independently designed and built in Java Spring framework with jQuery and Bootstrap.
- Containerized and deployed the application with Docker, Kubernetes and OpenShift.

Rails App Developer, Woman in Chemistry Initiative - Berkeley, CA

Feb 2019 - May 2019

- Worked with the non-profit WICI on a team of six developers following Agile methodologies.
- Used Ruby on Rails to build a website with a scheduling and payment system.

Lead Desktop Engineer, Student Technology Services - UC Berkeley

May 2018 - Present
(Lead since April 2019)

- Hire, train, and manage other Desktop Engineers.
- Automate software and image deployment to a large number of remote workstations.
- Independently manage several concurrent projects with different technologies and teams.

Network Manager, Berkeley Student Cooperative - Ridge House, Berkeley, CA

Jan 2018 - Present

- Direct network operations for a house of 36 students and manage the media server.
- Negotiate with ISPs for better deals that conform to the unique situation of the BSC.
- Upgrade and configure hardware and software to improve network within a budget.

Webmaster, Game Design and Development at Berkeley - Berkeley, CA

May 2018 - Dec 2018

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

PROJECTS

- Used Simulated Annealing to find approximate solutions to various inputs of an NP-Hard problem.
- OpenAux; shared music queues with a host Android app and a song queueing website, uses a Firebase backend.
- A parallel C program that takes images and creates a depth map of changes, stored with quadtree compression.
- Rouge Reckoning, a roguelike game in Unity (C#), made with a team of four over a period of three months.