About Me:
Background: Graduate 2020 BS in Computer Science, Concentration
in Computer Software and Systems

Programming Knowledge:

        Fundamental of Game Design (HTML, C#, JavaScript)

        Software Engineering (Java)

        Big Data Programming (Python, PySpark)

        System Level Programming (C, Shell Scripting)

        Other Known Languages (C++, SQL, R)

Software Development (see GitHub: https://github.com/dbunker1) :

        Traffic-Algorithm (Fall 2017 Hackathon)

        Bigdata Midterm (Big Data Programming Course)

        Savvy Independent (Spring 2019 Hackathon)

        My Charitable (Fall 2019 Hackathon)

        Food Oasis App (Organization, Software Engineering Course)
Interests: Data analysis, Machine Learning, Development

Project Idea:

        Branching off of the interactive recipe pages topic, I will
create a website that will offer a new random recipe for each
continent, each day. The interactivity will take place with a
option to change servings for a recipe and the ability to
generate a random recipe based on user preferences. I would use
the database to store recipes and user data.