Daniel De Pablo

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EDUCATION

The University of Texas at El Paso

Bachelor of Science in Computer Science | GPA: 3.23/4.0 **Expected Graduation May 2025**

Concentration in Secure Cyber Systems | Minor in Mathematics

Relevant Courses: Software Eng., Computer Security, Machine Learning, Operating Systems, Database Systems

SKILLS & LANGUAGES

Programming Languages (Years): Java (7), Python (6), C++ (5), Hancock (2), HTML (3), Haskell (1), Dart (3), Swift (3), PHP (3), SQL(4)

Operating Systems/Skills: Windows (10), Mac (8), Linux (8), Git (4) **Languages:** English and Spanish (Native)

EXPERIENCE

Software Engineering Intern **Aug - Dec 2022**

Network Engineering at AT&T *(Remote) Dallas, TX*

- Led the development of a network data analysis tool using Hancock, processing and analyzing data 30% faster than previous methods.
- Implemented innovative data aggregation and filtering techniques, enhancing data accuracy by 40% and relevancy of network insights by 35%.
- Designed a system to parse and analyze large datasets, improving the efficiency of network traffic pattern and anomaly visualization by 50%, contributing significantly to network performance optimization.

Undergraduate Research Assistant **July 2024 - Present**

The Aerospace Center at UTEP *El Paso, TX*

- Manage AWS cloud services for government and commercial use, including access management and security updates.
- Efficiently handle ticket services via the Spiceworks website, ensuring quick resolution of user issues.
- Research the development of a new AWS cloud to improve space, flexibility, and efficiency for end users.

PROJECTS

"Pong on MSP430" (C) **Jan - July 2023**

- Engineered a classic Pong game using C programming on an MSP430 microcontroller, showcasing embedded systems proficiency.
- Designed and implemented the game logic and display control for an LED screen, leveraging the hardware capabilities of the MSP430.
- Utilized Emacs for efficient code development and debugging, enhancing the workflow and code quality.

Neural Net Number Guesser (Python) **Aug - Jan 2023**

- Implemented a neural network model to classify handwritten digits from the MNIST dataset, achieving high accuracy in digit recognition.
- Designed an interactive GUI using Pygame and TKinter, allowing users to draw digits on the screen for real-time recognition.
- Utilized TensorFlow and Keras for building and training the neural network, and employed Numpy and Matplotlib for data manipulation and visualization.

AI Flappy Bird (Python) **Jun - Jul 2024**

- Developed a fully functional Flappy Bird game using Python, implementing game mechanics, collision detection, and user interface.
- Integrated NEAT algorithm to train an AI agent to play and master the game autonomously.