

Daniel Gamliel

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Education

University of California: Santa Barbara ~ 2016-2020

B.S. Computer Engineering

Experience and Projects

Implementing ADT's

Used C++ class construction, data abstraction, encapsulation, and inheritance to create ADT's such as binary trees, expression trees, dynamic arrays, singly/doubly linked lists, and stacks/queues.

Utilized large amounts of pointer arithmetic to manage memory on the stack and heap and to allow deep copies of ADT's.

Wikipedia WebScraping Project

Wrote a Wikipedia scraping script in Python that allowed the user to pull the references from any Wikipedia article. The script used the "BeautifulSoup4" and "Requests" libraries to issue a GET request to the Wikipedia servers, and pulls data using the BeautifulSoup4 library and prints the references from the article to console.

Optimized the algorithm to run at $O(n)$ run time

Montecarlo Method Modeling

Used Python's pseudorandom number generator to model probabilistic distributions, and used Python's cTurtle library for data visualization of the curves/distributions.

Skills

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| • Github | • CSS | • Big-O Runtime Analysis |
| • C++ | • Valgrind | • Function Optimization |
| • Python | • Test Driven Development | • Digital Circuit Design |
| • GDB | • Object Oriented | • UNIX System Proficiency |
| • HTML5 | Programming | • Makefile/g++ Familiarity |
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