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# Daniel Moylan

I am a programmer with 11+ years of experience who has also done computer repair, worked with hardware, and has general customer service experience. My specializations include automation (scripting), full stack development, and 8 years of linux administration experience. I am not afraid of any problem; the harder it is, the more I am interested.

## Education

### University of Maryland, College Park (2019-2024)

- Graduating December 2024
- Computer Science and Mathematics Double Major
- 116 Credits towards Bachelor's Degree

## Work Experience

### Naval Air Systems Command Internship (Jun 2023 – Aug 2023)

- Produced data visualization tools using Python that plotted key network latency data for the MQ-25 program
- Participated in strategic defense meetings that highlighted threats to our national security

### Latino Student Fund Volunteer (Sep 2022 – Present)

- Tutored kids aged 6-12 in math and reading subjects
- Supervised while children played games after lessons

### Goldfish Swim School (Mar 2019 – May 2019)

- Taught very young children (0-6) basic water safety maneuvers and kicking / paddling maneuvers
- Taught older children competitive swimming strokes

## Award-

### QHackS Competition

- Our team (myself and Jonas Lorincz, a peer) won first place in the Qhacks Hackathon
- Designed a website that imports data from Canvas, our school calendar, and Google Calendar to help users schedule their time to complete assignments

### Science Olympiad

- 2nd place for a Rube Goldberg machine of my design

## Self Employment

### Personal Site (2020 – Jan 2023)

- Learned WebGL and a significant amount about graphics programming
- Heavily utilized WebGL to create the landing page
- Debugged WebGL specific issues to render it cross-platform
- Set up a secure AWS / Node server to host

### Text Editor (June 2022 – Jan 2023)

- Wrote a (semi) functional text editor in C
- Used a debugger (GDB) to debug this app and later leetcode problems

### Bittorrent Client in C (Nov 2022 – Present)

- Began to write a bittorrent client in C after writing one in Python for class
- Will continue as a hobby project

### Job App Autofill (Sep 2022 – Oct 2022)

- Worked with a team of four people to implement an autofilling utility
- Used Github and other methods to keep track of issues
- Implemented a blocker utility to examine fields of POST requests
- Later figured out this idea is similar to Simplify, found at simplify.jobs

### Tales of the Wasted West Website (Feb 2022 – Present)

- <https://thewastedwest.rf.gd> (Old version, site is currently being updated)
- Implemented CSS animations alongside a parallax WebGL effect
- Found and used a free hosting service to save the podcast money

### Mlang (2020 – Present)

- Implemented a lexer in Go as an exercise to test out the language
- Wrote a series of unit tests for the lexer, learned about Go's testing utilities
- Currently implementing a parser and interpreter

### Operating System (2015 – 2019)

- Wrote a 32 bit kernel-level application with x86 Asm in high school
- Manually implemented a bootloader, interrupt/exception handlers, and a basic, directly-mapped page table
- Plans to implement memory management and task handling

## Skills

Ubuntu	●●●●●	Java	●●●●●
Web Dev	●●●●●	Game Dev	●●●●●
JavaScript	●●●●●	C++	●●●●●
Audio Editing	●●●●●	Unit Testing	●●●●●
C	●●●●●	GoLang	●●●●●
AWS	●●●●●	Unity (C#)	●●●●●
Bash	●●●●●	Rust	●●●●●
Python	●●●●●	Laptop Sales	●●●●●
GIMP	●●●●●	Lua	●●●●●
Video Editing	●●●●●	Laptop Repair	●●●●●
GLSL / GL	●●●●●	OCaml	●●●●●
Assembly	●●●●●	Ruby	●●●●●