Daniel Hughes

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EDUCATION

University of Washington   Seattle, WA
Bachelor of Science in Mathematics, Minor in Data Science   *Sept. 2021 – June 2025*

EXPERIENCE

Teacher   June 2024 – December 2024
Coding With Kids   *Seattle, WA*

- Taught multiple programming languages and game development software like Java, Python, Unity, and Unreal
- Taught upwards of 50 kids in both virtual and in person classrooms
- Created personalized curriculum based on student's abilities

Undergraduate Research Assistant   January 2024 – March 2024
Washington Experimental Mathematics Laboratory   *Seattle, WA*

- Proved Properties about the esoteric programming language FRACTRAN using Lean and the Mathlib Library.
- Collaborated through GitHub in a group of three and managed Git branches.

PROJECTS

Lobste.rs Clone | *Rust, PostgreSQL, Discord API, DigitalOcean*

- Created a clone of the lobste.rs application with Rust and PostgreSQL as a database.
- Used the Discord API to authenticate users.
- Deployed the application on DigitalOcean's Cloud.

Pygames Hackathon: Satellitious | *Python, Pygame*

- Built an original game leveraging the Pygame library
- Used an iterative integration method for simulation of gravity
- Was one of 20 winning projects out of 145 total

Dubhacks: Course Explorer | *Javascript, React, Canvas API*

- Developed an app using React to interact with the Canvas API and other school apps.
- Integrated the Canvas API with authentication to query data on student's calendars

TECHNICAL SKILLS

Languages: C/C++, Python, Rust, Java, PostgreSQL, JavaScript, HTML/CSS
Developer Tools: GNU/Linux, Docker, Nix, GIS and QGIS,