Daniel S De Sousa
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Education

Drexel University   Philadelphia, PA
Bachelor of Science in Computer Science   June, 2010
GPA: 3.97

Honors and Awards

Pennoni Honors College, 2005 to Present   A.J. Drexel Scholarship, 2005 to Present
Dean's List, 2005 to Present   CS Award For Academic Excellence, 2007
Digital Six Sigma White Badge Training, 2006   Eagle Scout Award (BSA), 2004

Computer Skills

- Software: Visual Studio, JBuilder, CodeWarrior, XCode, Eclipse, Maple, AutoCAD, Flash, Dreamweaver.
- Operating Systems: Windows, MAC OS, Unix, Linux.
- Languages: Java, Python, C/C++, C#, LISP/Scheme, J#, Ruby, HTML/CSS, XML, PHP, SQL, JavaScript, ActionScript, TorqueScript.
- Frameworks/Platforms/APIs: Java SE, Java Persistence API, .NET Framework, XNA Framework, Torque Game Engine.

Relevant Coursework

Systems Architecture I, II   Probability and Statistics I, II
Artificial Intelligence   Advanced Artificial Intelligence
Graphical User Interfaces   Computer Game Design
Software Design

Experience

Google, Inc.   Mountain View, Ca
Software Engineering Intern   September 2007 to March 2008
- Designed and Implemented a automated regression testing system in Python for the Machine Translation Group.
- Designed and Implemented a web application in Python/MySQL to interface with the regression testing system.

Motorola, Inc.   Horsham, Pa
Co-op Engineer/Programmer/AutoMOTO Product Verification   July 2006 to March 2007
- Designed and implemented the next generation Motorola set-top box reliability information system using .NET, which replaced a $50,000/year manual process.
- Scripted the automation of a major set-top box test plan; saving an average of 80 man-hours per monthly test cycle.
- Traveled to Lawrenceville, GA to technically assist test engineers in automation scripting.
- Modified proprietary set-top box code written in C to test device firmware.

Other Experience

Drexel University Computer Science Department   Philadelphia, Pa
Teaching Assistant   April to June 2007-2008
- Assisted with the presentation of Computer Science related course material.
- Worked with students to answer questions and solve computational problems in an academic setting.

Drexel University Computer Science Department   Philadelphia, Pa
Freshman Design Project   September 2005 to May 2006
- Served as team captain of a group of 5 individuals.
- Organized and led freshman engineering team in the design of a calculus tutoring program, based in Maple, a computational software package.
- Wrote project proposal and technical report.
- Presented project to peers and faculty.