

Daniel Daugbjerg

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Education

University of San Diego

B.S. in Computer Science, *Concentration in Data Science/Artificial Intelligence*

Cumulative 3.8 GPA (4.0 in CS)

San Diego, CA

Graduation Date: 2025

Work Experience

SWE Intern, BAE Systems

June 2024

- Agile software development strategy with team of developers for UI operations in collaboration with backend and UX teams
- After joining with two other developers, increased percentage of tasks completed per iteration by 51.5% shown on Jira
- Used Vue framework built on JavaScript/TypeScript to build/modify web and model components, and wrote unit tests and storybook implementations to ensure proper functionality
- Presented and explained projects worked on in each iteration at live demonstrations in front of customers

Computer Science Lab Assistant and Tutor, University of San Diego

September 2023

- Worked in two classes to help students understand their coding assignments during labs
- Tutored students who need help with any computer science related problems such as labs assignments, homework, and coding projects

Projects

BirdBurger Games (Indie Game Studio) | <https://birdburger.itch.io/> | *GDScript, C*

August 2023 - Present

- Co-founder and active artist/developer of independent game studio
- Designed and developed multiple games under strict time constraints for competitive game jams (competitions)
- Achieved Top 4 placement out of 200+ participants in the [1-Bit Jam 5](#), showcasing innovation in game design, art, and programming.

Daily Disc (3D Mobile Video Game) | <https://birdburger.com/dailydisc/> | *GDScript, Blender*

August 2023

- 3D mobile game with random map generation using perlin noise, 100% original model and asset designs, and disc throwing physics and collisions
- Written in GDScript and GDShader (similar to Python and C) and run on Godot Game Engine
- Randomly generates a daily map with disc golf nets scattered across it; the user must score their disc into each net in as few throws as possible by aiming with a swaying throwing path with limited distance determined by the user

Texas Hold'em Bot | *Python, Pandas, NumPy, Scikit-Learn, Tkinter*

May 2024

- Built Texas Hold'em bot with perceptron learning machine to guess whether to bet or fold on a given hand using cards on the table (if present) and hand, made easy to experiment with other learning machines
- Includes random data generator simulating thousands of poker hands and outputting data into 4 csv files for each stage of a round of Texas Hold'em
- Analyzed/modified the factors in data generation and machine learning in order to increase the accuracy in testing

Skip's Clothing Store | skipsclothing.store (now blamcreative.com) | *HTML, CSS, JS*

June 2022

- Created a clothing brand with original designs and ideas
- Manage advertising, social media, and production of products
- Home page displays all socials for the brand and animated logo, gallery page randomly generates art pieces by size to create collage page

Skills and Qualifications

- Experience using Python, Java, C, Objective-C, HTML, CSS, JavaScript, TypeScript, React.js, JUnit, C++, Node.js, Valgrind, Pandas, R, SQL, Jira, Assembly, Git, Vim, Anaconda, NumPy, and GDScript
- Relevant Coursework: OOP, Automata, Digital Hardware, Neural Networks, Data Science, Networking, Algorithms, Computer Systems, Data Structures and Algorithms, , Intro to AI, Human-Centered Data Science
- Self-motivation and discipline shown through starting a business and game studio and running both independently