

## Daniel Daugbjerg

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**Education** University of San Diego San Diego, CA  
Bachelor of Science, Computer Science Graduation Date: 2025

### Relevant Experience and Projects

Software Engineer Technical Intern, BAE Systems June 2024

- Summer internship program with BAE Systems for undergraduate students where interns collaborate and contribute to the software development of products
- Primarily used OOP for developing new code, resolving critical issues, improving system stability

Portfolio Website, <https://daugprojects.dev/> June 2023

- Learned HTML, CSS, and JS over summer break in order to create a website from scratch, showcasing previous projects, background, and experience as a programmer

Video Game, Godot Engine January 2023

- Learned Godot language, GDScript, (similar to Python) in order to learn how to program a game using the engine
- Created a basic 2D game including moving animated characters that collide, interact, and take in user input

Computer Science Lab Assistant and Tutor, University of San Diego September 2023

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

Proprietor, Skip's Clothing Store, skipsclothing.store (discontinued) June 2022

- Created a clothing brand with original designs and ideas
- Managed advertising, social media, and production of products

### Skills and Qualifications

- Experience using Python, Java, C, HTML, CSS, and GDScript. Also familiar with JS and C++
- Ability to learn new code efficiently. This is demonstrated through my portfolio website and video game, which both use code that I personally learned through the internet
- Experience in hard-working jobs and activities: Used to the fast pace of customer service while working in fast food as well as the pressure to package materials by specific deadlines
- Self-motivation and discipline shown through starting a business and running it independently