

Daniel Ramirez

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Objective

Seek an internship opportunity in the field of Software Development

Education

Bachelor of Science, Computer Science
California State University Los Angeles

Expected Grad 05/2024
GPA 3.18

Work Experience

USC/CSULA AI Research Internship- C#, Git, Unity

06/2021- Present

- Collaboration between the University of Southern California and the California State University of Los Angeles in social robotics research/AI that is towards the elderly.
- Utilizing C#, the Unity Engine, and GitHub to engineer a social robotic program to aid the elderly and the differently-abled with scavenger hunts, social interactions, etc

Project Experience

Website Portfolio- HTML, CSS

08/2021- Present

- Created scalable web pages fit for desktop and mobile devices and learned about the versatility and use of flex boxes.
- Implemented dynamic elements to aid website navigation
- Integrated Formsubmit email communication API while also learned how to debug website using Chrome DevTools

ACM Flutter App Workshop- Dart, Flutter, Visual Studio Code

02/2021- 05/2021

Role -- Project Leader

- Developed an application called Flutter App, alongside my peers for the advanced project workshop for the Spring 2021 semester
- Facilitated using Dart as the programming language for the back end of the application and used Flutter as our front end as well as using Visual Studio Code as our IDE.
- Taught peers how to develop a fully functional application for the means of publishing it on the Android Store.

ACM Minecraft Mod – Java, Forge, JSON, Git

05/2020 - 11/2020

Role – Project Leader

- Taught about class inheritance, polymorphism, and software design patterns of the Forge API
- Lead a workshop in developing a Minecraft mod for other ACM members to acquire knowledge in Java Programming.
- Contributed and managed a club-wide GitHub repository

Space Invaders 2.0 – Python, Pycharm, Pygame, Pillow

08/2019 - 04/2020

Role – Member

- Developed a 2-D copy of Space Invaders alongside other students with the intention of having a fully functional game
- Utilized Python, Visual Studio Code, Pycharm, Pygame, and the command line to build and launch the Space Invaders game
- Utilized object-oriented programming, algorithms, and data structures to create game assets

and functionality.

Awards

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- | | |
|--|---------|
| • First Place ACM Space Invaders 2.0 Award | 04/2020 |
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Extracurricular/Leadership

Association of Computer Machinery (ACM)- Mentorship Program	01/2020 - 4/2020
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Role - Mentee

- Acquired new understandings of how to obtain an internship/Full-time position taught by CSULA ACM scholars and Alumni
- Acquired how to improve public speaking and communications with building exercises
- Improved leadership skills to have the capability to lead teams to complete a shared goal by participating in team-building exercises

Association of Computer Machinery (ACM)

05/2021-Present

Role - Administration Officer

- Follow through with any task assigned by the Secretary, Executive Officer, and the President of ACM.
- Learning to take meeting minutes, organizing and helping the Secretary in outreach activities /Fundraisers that are appointed by the President.
- Maintain a copy of the Board and Officers' contact information for communication amongst the club.