

# DAN BRACE

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Energetic and driven student, pursuing a bachelor's degree in Computer Science and Engineering at tOSU. Currently seeking to further improve my programming skills and gain practical experience in the tech industry by working as a software engineering intern. Eager to collaborate with other passionate professionals to create meaningful and lasting impact.

## EDUCATION

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### The Ohio State University

B.S. Computer Science and Engineering

Columbus, OH

August 2021 – May 2025

- **GPA:** 3.9
- **Relevant Coursework:** Software Development, Data Structures and Algorithms, Systems Programming, Operating Systems
- **Academic Honors:** College of Engineering Dean's List (August 2021 - Spring 2023)

## TECHNICAL SKILLS

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**Programming Languages:** Proficient in Java, C, and HTML/CSS; familiar with Python, x86 assembly, and MATLAB.

**Frameworks/Libraries:** Proficient with Bootstrap and JUnit; familiar with SDL2, Pandas, and Scrapy.

**Other:** Proficient with data structures and algorithms, Git, Linux, GDB, and Vim.

## PROJECTS & OUTSIDE EXPERIENCE

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### Personal Portfolio Website

Personal Project

Remote

August 2023

- Developed a portfolio website using Bootstrap, HTML, and CSS, showcasing my skills, projects, and achievements.
- Created an intuitive and user-friendly interface, utilizing Bootstrap's responsive grid system and components.
- Concurrently self-taught the aforementioned technologies, gaining valuable experience in front-end web development.

### Pong Game

Personal Project

Remote

August 2023

- Designed and implemented a classic Pong game from scratch using the C programming language and SDL2 graphics library.
- Leveraged the SDL2 library to handle graphics, rendering, and user input, resulting in an engaging and interactive game.
- Developed the game's core logic and physics engine, including ball movement, paddle mechanics, and collision detection.

### Abstract Machine Simulator

Systems Software Project

Columbus, OH

September 2023

- Designed, coded, and documented a comprehensive abstract machine simulator in Java as a class project.
- Implemented loader, interpreter, and simulator components to accurately replicate the execution of the abstract machine.
- Conducted rigorous testing using JUnit to verify its accuracy and reliability in emulating the abstract machine's behavior.

## PROFESSIONAL EXPERIENCE

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### Adventure Sitka

Tour Guide and Deckhand

Sitka, AK

May 2023 – August 2023

- Led kayak tours for diverse groups of tourists, enabling them to explore the picturesque waters and islands of Sitka.
- Assessed weather and water conditions to make critical decisions regarding the safety of guests prior to and during tours.
- Shared in-depth knowledge of Sitka's marine ecosystems, wildlife, and history, enhancing the educational experience.

### Cycle Alaska

Tour Guide

Juneau, AK

May 2022 – August 2022

- Led guests on scenic bike routes in Juneau, showcasing the beauty of the Tongass National Forest's flora and fauna.
- Promoted eco-friendly practices by educating guests on Leave No Trace principles and local conservation efforts.
- Conducted routine checks and maintenance on bikes to ensure they were in optimal working condition for tours.

### STEM Ecosystems

Data Scientist Intern

Cleveland, OH

May 2020 – August 2020

- Developed web crawler scripts in Python using the Scrapy library to extract structured data from various websites.
- Conducted comprehensive keyword research to identify relevant and high-impact keywords to improve SEO strategy.
- Automated web scraping processes to run on a schedule, ensuring regular updates of data sources.

## ACTIVITIES & LEADERSHIP

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### Leadership Positions

- Beta Theta Pi Fraternity Recruitment Chair August 2023 – Present
- CSE/CSI Peer Mentor August 2022 – Present
- Interfraternity Council Judicial Board Chair January 2023 – Present

### Extracurriculars

- Competitive Programming Club November 2021 – Present
- RallyCap Sports April 2022 – Present
- Intramural Ice Hockey January 2023 – Present