Daniel Maslia

dmaslia@umich.edu | (404) 545-5082
www.linkedin.com/in/daniel-maslia

Education

University of Michigan, Ann Arbor

College of Engineering Honors Program; Bachelor of Science in Computer Science *May 2025 (expected)*
Michigan Ross; Business Administration minor

- **GPA:** 3.94/4.00
- **Honors/Awards:** James B. Angell Scholar, William J. Branstrom Freshman Prize (Top 5% GPA)
- **Course Highlights:** Data Structures & Algorithms, Web Systems, Computer Science Theory, Web Design

Skills

- C++, Java, HTML, PHP, Python, MATLAB, SQL, React, NodeJS, Google Cloud, JavaScript, Docker

Relevant Experience

The Home Depot | Software Engineer Intern | *React, NodeJS, Google Cloud, Agile* *May 2023 – July 2023*

- Developed data visualization tool that pulls data from a PostgreSQL and MySQL database and serves 30+ faculty
- Implemented Agile methodology to streamline project development, which insured collaboration and iterative progress
- Showcased project to other Home Depot teams, generating cross-team interest and motivation for adoption

GamerSaloon | Software Engineer Intern | *PHP, HTML, SQL* *June 2022 – August 2022*

- Built over 15 administrator tools with PHP and SQL that organize and manage user data. Tools added automation that made tasks like removing players from the database, editing the balance of users, and creating tournaments more efficient
- Worked alongside internal team of developers at company that facilitates online sports-based video game tournaments
- Automated customer support tasks by integrating Zendesk features with database by using webhooks and API calls

University of Michigan | Undergraduate Instructional Aide | *Robotics, Arduino* *January 2022 – April 2022*

- Assisted undergraduate students and professors for Engineering 100: Robotics Mechanisms
- Taught students how to write professional, specific, and detailed memos for their robotics project
- Supervised students in the designing, building, and programming of their robotics project, and provided advice for better methods to design their product around the real-world problem they were attempting to solve

DryvIQ | Student Researcher | *Machine Learning, Data Management* *January 2022 – April 2022*

- Assisted in the development of a model to identify and categorize photographic data in wide variety of formats
- Studied the model to ensure that it could be scalable and able to handle large quantities of data while working with a team to determine better ways for the model to recognize certain photographic features
- Found model to be highly accurate in sorting photos featuring fingerprints, barcodes, license plates, and iris scans

Projects

Optimization Model – Caterpillar Inc. | *Data Analysis, Optimization* *January 2023 - present*

- Collaborate alongside other students as well as UMich and Cat faculty to design and produce a model that optimizes cost, productivity, and emission reduction for consumer fleets
- Conduct research in emission legislation, Cat equipment, and emission reduction strategies to ensure accuracy in model
- Record progress, draft reports, and prepare presentations to keep UMich and Cat faculty familiarized with model progress

Minecraft Plugin | *Java, Abstraction, Source Control, Game Development* *March 2020 - June 2020*

- Utilized knowledge of Java and online tutorials to create a functional mini game that could be used in a Minecraft server
- Solidified understanding of abstraction and data normalization by ensuring that code was written elegantly
- Tested the game vigorously by requesting feedback and critiques from end users, and modified game accordingly