Daniel Enis

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EDUCATION

University of Texas at Dallas — Richardson, TX
Bachelor of Science in Computer Science — *Expected Graduation May 2028*
- Relevant Coursework: Discrete Mathematics,Computer Architecture, Computer Science 1 and 2

TECHNICAL SKILLS

Proficient: JavaScript, Python, HTML, CSS, React.js
Experienced: C++, Java, Azure, Express.js, Node.js, GitHub, Git, VS Code
Learning: Tailwindcss, Bootstrap, MongoDB, Firebase, AWS, Docker, Pandas, Tensorflow

EXPERIENCE

Association of Computer Machinery (ACM) — Richardson, TX
Mentee — *Jan 2025 – Present*
- Attended multiple workshops including AI chatbot building, web development, and GitHub version control.
- Developed technical skills through hands-on learning and peer collaboration in targeted workshops.

Dallas Formula Racing - SAE Software Division — Richardson, TX
Software Team Member — *Jan 2025 – Present*
- Developed Azure Functions for "Star-stream" project to process metric data from racing cars stored in Azure Event Hubs.
- Implemented data formatting and transmission systems to send processed data to MongoDB.
- Utilized Loki for logging functionality and monitoring system performance.

Bricks 4 Kidz — Shreveport, LA
Instructor — *Summers of 2022–2024*
- Instructed summer camp classes introducing elementary STEM concepts using hands-on projects.
- Designed and facilitated activities that encourage collaborative, problem-solving skills in young learners.
- Utilized simple block-based coding languages to teach early programming skills.

Commonground — Shreveport, LA
Volunteer — *Feb 2018 – Dec 2022*
- Organized and distributed food supplies during community events, directly supporting 500+ families.
- Coordinated logistics for Christmas drives, ensuring on-time delivery of donations.
- Recognized for leadership in assisting with community outreach programs.

PROJECTS

Fit Finder AI — Feb 2024 – Present
- Developed a web application using the MERN stack (MongoDB, Express.js, React.js, Node.js) that generates outfit recommendations.
- Implemented natural language processing to parse user prompts into keywords for matching with clothing elements.
- Integrated multiple external APIs including RapidAPI and OpenAI to fetch clothing data and generate AI images.
- Created a responsive user interface displaying outfit recommendations as cards based on user preferences.

OLL Solver — Jan 2024 – Feb 2024
- Developed a Python-based OLL (Orientation of the Last Layer) solver for a Rubik's Cube, utilizing the Windows terminal to set up a virtual environment and manage dependencies.
- Designed an intuitive graphical user interface using CustomTkinter to allow users to interactively input cube configurations.
- Packaged the application into a standalone .exe file using PyInstaller for easy execution on Windows systems.