

# Daniel James Williams

(858) 717-2769

www.curiousorigins.com  
www.linkedin.com/in/daniel-james-williams-computer-science

Daniel@CuriousOrigins.com

## Education:

B.S. in Computer Science  
University of Utah  
with emphasis in Entertainment  
Arts and Engineering  
Graduated: Fall 2020  
GPA: 3.876 / 4.00

## Awards:

- Davis & D'Amore  
Scholarship
- Dean's list 2018-present
- NSF Scholarship  
Declined  
(Salt Lake City Community College  
TRIO STEM program)

## Course Work:

- Natural Language  
Processing
- Artificial Intelligence
- Computer Graphics
- Mobile Apps
- Networking
- Advanced Algorithms
- Models of Computation
- Traditional Game  
Development
- Physics I & II
- Calculus I – III
- Linear Algebra

## Skills:

- Android
- C
- C#
- C++
- GLSL
- Java
- JavaScript
- libGDX
- Matlab
- PHP
- Python
- Unity
- Unreal

## Projects:

In-Browser CT viewer

- Made with Java (GWT), JavaScript, GLSL, CSS, and PHP
- Used in published paper (doi: 10.3758/s13423-020-01826-4)

Star Cooler Carnage - Multiplayer Brawler

- Features random levels and AI
- Built for Windows, Linux, Mac, and Android
- Published on Google Play and itch.io

Void Control - Multi-platform Framework (www.voidcontrol.com)

- Built for the Java Runtime, Android, and HTML5
- Network multiplayer using TCP and WebSockets
- Contains http server to provide local clients without requiring access to the internet

Pawney's Wrath - Android Game (www.pawneyswrath.com)

- Local multiplayer action brawler with one-button controls
- High contrast color highlights for players with visual impairment
- Adjustable timing/speed for players with slower reaction times
- Published on Google Play

Bird Surf - HTML5 two-dimensional physics game

- Made with Java (GWT) and JavaScript
- Uses JavaScript to interface with HTML elements
- Cross platform code (Presently only available for HTML5)

Image Compression

- Integrated code into FFmpeg's large codebase (class project)
- Combined zlib and pixel rearrangement to reduce file size to one byte per pixel

Meta Touch – 6 minute machinima musical

- Used Unreal 4, motion capture, and Maya to create a computer generated musical with 7 other students
- Writer and story board artist
- Voice acted, motion capture actor, and animator for some scenes.

## Work:

TA – Software Practice 2: Fall 2020

- Helped fellow students familiarize themselves with Docker, Python, and C++ using a large code base over a remote shell.

Volunteer Tutor: Spring 2017 and Aug 2018 – May 2019

- Helped middle school children understand their homework

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- One-on-one reading tutor for elementary school children
- Provided teacher assistance in math and art classes

## Interests:

### Education

- Classroom assistant during math classes
- One-on-one reading tutor for elementary school students
- After-school tutor for middle school kids that speak English as a second language

### Accessible Gaming

- Published one-button Android game ([www.pawneyswrath.com](http://www.pawneyswrath.com))
- Building one-button multi-platform game ([www.voidcontrol.com](http://www.voidcontrol.com))
- Released game with variable zoom, level complexity, and color options to aid players with visual impairments
- Released game with variable speed to aid players with slower reaction time