

Daniel A. Gilberto

danielgilberto018@gmail.com • (818) 455 - 1773

EDUCATION

California State University, Northridge

May 2025

Bachelor of Science, Computer Science

Noteworthy Classes: Senior Project Design, Database Design, Operating Systems, Embedded Systems, Data Mining, Data Structures, Computer Graphic Systems/Design, GUI's, Software Engineering

PROFESSIONAL EXPERIENCE

Trader Joe's Corporate, Monrovia, CA

IT Help Desk Coordinator, Level 2

January 2021 - Present

- Communicate with 600+ locations and log tickets for their issues while maintaining existing issues regarding hardware troubleshooting, part orders, technician dispatches, and network issues.
- Deep dive into P1 issues with care and efficiency while exhibiting accurate communications with level 3 and up.
- Coordinate projects with all IT teams to ensure seamless deployments of new hardware and software.
- Maintain python scripts that all IT support can use. I.E. reimages,

PROJECTS & EXTRACURRICULAR

ISAM - In Space Servicing, Assembly, and Manufacturing - Senior Design

Fall 2024 – Spring 2025

Blue Canyon Technologies - CSU Northridge

- Worked on an interdisciplinary engineering team involving designing and implementing a payload for an X-Sat Venus Class Satellite to be autonomous and theoretically space-hardened
- Met weekly with stakeholders and advisor from Blue Canyon
- Regularly led team sprints and used Jira and Kanban; work items pulled from product backlog
- Assisted in research and software implementation for detection devices including IR, LIDAR, and antennas.
- Programmed in Java and Python, worked with Arduino/C++ for hardware specifications like custom camera software and robotic arm maneuvering.

Journalled – Graphical User Interface Design Project

Fall 2024

- Created a mobile application that combines priority-based tasks with journaling.
- Implemented bullet journaling ideology.
- Hooked into Firebase frameworks to provide user account creation and cloud database storage.
- Implemented common GUI concepts in effective ways for best user experience in a mobile setting.

YARTS – Computer Graphics Systems Design Project

Fall 2024

- Used Unity to create a real-time strategy video game using AI and 3D graphics concepts.
- Implemented common object-oriented design patterns, like singletons, to make a cohesive game which combines multiple game systems to promote a fun and challenging experience
- Follow SOLID guidelines to ensure flexible and scalable code

SKILLS

Programming languages: Java, C#, C++, Dart, R, SQL, JavaScript, Python

Computer software/ frameworks: Multiple IDE environments, Git, Unity, Jira, Microsoft Office, CI/CD Tools, GenAI, Linux

Computer science ideologies: Agile software development, project/risk management, software validation/verification, user documentation, ethical dilemmas, object-oriented design principles, Software Development Life Cycle, stakeholder analysis