

Daniel Dixon

danieldixon@acm.org – www.danieldixon.com

Please email me for personal contact information as this has been removed from my web resume.

OBJECTIVE

Summer internship in computer graphics and animation, web applications, or other software development disciplines.

KEY SKILLS

Programming Languages & Technologies

- Proficient in: Java, C++, ActionScript, OpenGL, GLUT, PHP, JSP, MS SQL, MySQL, JavaScript, CSS, (X)HTML, XML
- Familiar with: ColdFusion, C#.NET, Groovy, Basic

Computer Software

- Development: Flash, Eclipse, Visual Studio .NET, Visio, Xcode, Dreamweaver, SourceSafe, Subversion
- Content Creation: Premiere Pro, Photoshop, After Effects Pro, Blender 3D, Encore DVD, Illustrator
- Platforms: Windows XP, Macintosh OS X, Symbian OS

EXPERIENCE

Graduate Student Web Developer

August 2007-Present

Texas A&M University Information Technology Issues Management – College Station, TX

- Developing web applications and presentations to educate students, faculty, and staff on information security.

Frontend Web Developer

February 2007-August 2007

DAXKO – Birmingham, AL

- Served on a research and development team to analyze available open-source and for-sale solutions with goal of designing and implementing an application framework that would support future web-based products for individual or coupled purchase.
- Worked on five-person development group to create a web-based accounting application using JavaScript frameworks and AJAX techniques. Group consisted of team lead, two frontend developers, one user experience designer, and one backend developer.

CO-OP Student Web Developer

August 2003-December 2006

Auburn University Office of Information Technology – Auburn University, AL

- Developed an interactive, database-driven campus map web application with an easy click-and-drag UI using Flash and a C#.NET / SQL backend. Won first in 2005 NACIS Student Web Mapping Contest. (www.auburn.edu/map)
- Helped create concept for Auburn University website redesign, then coded it, tested it, applied it, wrote documentation, and provided support to other webmasters for university-wide implementation. (www.auburn.edu)
- Created an "Introduction to Computing" presentation for new students to AU. Used two personalities taped on a green screen and designed and composited motion graphics using AE Pro, Photoshop, Maya, and Flash.

Technical Director

May 2003-May 2006

Eagle Eye Television News – Auburn University, AL

- Managed all technical aspects of the broadcast pipeline from cameras to NLE systems to motion graphics to web streaming for our weekly half-hour student news program. Researched and suggested new equipment and software purchases.
- Learned and used entire Adobe web and video production software suites. Taught classes on Premiere and Photoshop to new reporters in lab setting, as well as one-on-one lessons.

EDUCATION

Texas A&M University

College Station, TX

August 2007-May 2009

- Working toward M.S. in Computer Science

Auburn University

Auburn University, AL

August 2002-December 2006

- B.S. in Software Engineering with a 3.74 GPA (Magna Cum Laude)

AFFILIATIONS & HONORS

Association of Computing Machinery (ACM)

July 2004-Present

Auburn University ACM Student Chapter (AUACM)

August 2004-August 2006

- Served as vice president and then as president

Tau Beta Phi Engineering Honor Society

October 2005-Present

2006 Auburn University On-Campus Student Employee of the Year

April 2006

2007 Auburn University Software Engineering Student of the Year (by faculty vote)

November 2006

2007 Who's Who Among Students in American Universities

December 2006