## Daniel J. Williams

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## **Profile:**

Computer scientist and programmer with a particular interest in algorithms, AI, and theory. Seeking academic opportunities toward a Ph.D.

Education:		
<ul> <li>University of Houston at Clear Lake</li> <li>B.S. Degree in Computer Science</li> </ul>	2020	GPA 3.92
Clear Lake High School	2018	GPA 5.35
Experience:		
<ul> <li><u>Software Engineer – Helios Solutions, LLC</u></li> <li>2021 – present</li> <li>Developing space flight software for Intuitive Machines lunar landing missions</li> <li>Designing and implementing software interfaces for customer hardware, including Nokia LTE on the moon, ERAU EagleCam, MAPP Rover, NASA PRIME-1 instruments, Lonestar lunar data storage, and Puli Space PLWS instrument</li> </ul>		
<ul> <li><u>Game developer, Consultant – Roblox Corporation</u></li> <li>Developed multiple games with over 50 million plays</li> <li>Maintaining cross platform games with changing hardw</li> </ul>	2016 – present vare requirements	
<ul> <li><u>Software Engineer – Cognitive Space, Inc.</u></li> <li>Developed a machine learning system to monitor and s</li> </ul>	2019 Summer schedule satellites	
<ul> <li><u>Algorithm developer – Replayable Games, LLC</u></li> <li>Developed C# chess engine for mobile app "Happy Che</li> </ul>	2017 –2019 ss″	
<ul> <li>Skills:</li> <li>Not afraid of math</li> <li>Image processing</li> <li>Avid programmer: C, Java, C#, Lua, OpenCL, HTML, CSS</li> </ul>	, JavaScript, Python	
<ul> <li>Familiar Tools/Systems:</li> <li>Linux – Ubuntu and embedded</li> <li>Unity and Roblox game engines</li> <li>Java + Eclipse development</li> </ul>	<ul><li>Blender</li><li>Paint.net</li><li>GoJS</li></ul>	
Hobbies: <ul> <li>Theoretical computer science</li> <li>Graphics and visualization</li> <li>Game design</li> </ul> Achievements / Honors:	<ul> <li>Light and imaging sy</li> <li>AI/ML techniques</li> <li>Hiking / Outdoor act</li> </ul>	stems :ivities

- Successful moon landing
- National Merit Commended Scholars award
- Roblox 2017 Bloxy award for Best Physics

## **Publications:**

 Daniel Williams "A fast, simple, and parallelizable deconvolution algorithm for real-time applications", Proc. SPIE 12674, Applications of Digital Image Processing XLVI, 126740B (4 October 2023); https://doi.org/10.1117/12.2677259