**DANIEL FREER**

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**Education**

**Florida Polytechnic University** **Lakeland, FL**

***Bachelor of Science in Computer Science*** Anticipated Spring 2026

***Concentration in Artificial Intelligence***

* Florida Polytechnic University Scholarship Summer 2022 - Present
* Relevant Coursework: Artificial Intelligence, Machine Learning, Natural Language Processing, Autonomous Systems, Secure Software Engineering, Operating Systems, Computer Networks, Database Systems, Algorithms, and Data Structures

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**Skills & Certifications**

* **Programming Languages - Proficient**
	+ Python - *MTA Certified*
	+ Java - *MTA Certified*
	+ C# / .NET
	+ JavaScript / TypeScript / Node.js
	+ C / C++
	+ SQL
* **Development Tools**
	+ Visual Studio / VS Code
	+ Git / GitHub
	+ Azure DevOps
	+ GitHub CoPilot
	+ SQL Server Management Studio (SSMS)
	+ Unity 3D - *Unity Certified Programmer*

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**Related experience**

**Secure Data Container with Decentralized Access Control Research Project Florida Polytechnic University | Lakeland, FL**

***Software Engineer & Undergraduate Researcher*** Jan 2025 - Present

* Collaborating on a research project focused on fine-grained access control to local encrypted files containing sensitive data.
* Developing a Secure Data Container prototype and running benchmarks, using TypeScript and Python, whose results will be included in the final published research paper.
* Awarded 1st Place in CS at the Florida Poly Research Day Poster Competition for presenting this research (April 2025).

**Publix Super Markets | Supply Chain Warehouse Replenishment Lakeland, FL**

***Software Engineering Intern*** May 2025 - July 2025

* Built 3 full-stack data grid screens for production utilizing GitHub CoPilot, resulting in a 40% time savings compared against the average senior developer’s past timetables.
* Engineered AI prompts that converted pre-existing user stories into condensed system requirements documents, reducing documentation overhead by 50%.
* Conducted a team training for 35+ developers, business analysts, and project managers on advanced CoPilot usage, enhancing their ability to write effective prompts and integrate AI assistance into their workflows.
* Presented professional achievements in front of 500+ people, including the company CEO, President, Chairman of the Board, and VPs.

**Tridimensional Chess Game / AI Tri-D Chess Engine Project Pembroke Pines, FL**

***Software Developer*** Mar 2023 - Sep 2024

* Designed and developed a digital multi-board chess game using the Unity 3D development platform.
* Programmed logic and UI for game piece movement, rule enforcement, and player controls using C# and .NET.
* Developed and implemented a unique AI Tri-D chess engine using sophisticated algorithms, including a minimax algorithm with alpha-beta pruning, iterative deepening DFS, and complex heuristic evaluations to determine the best move in any board position.

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**Extracurricular Activities**

**Phoenix Programming Club Florida Polytechnic University**

***Founding President***Fall 2025 - Present

* Lead and organize a student programming club focused on collaborative software projects and career development
* Plan and host workshops, coding events, and team-based projects to build practical programming skills
* Mentor members in programming, problem-solving, and project collaboration
* Foster a community of innovation and peer learning among computer science students

**Chess Club Florida Polytechnic University**

***President*** *(Spring 2025 - Present)* | ***Vice President*** *(Spring 2024 - Spring 2025)* Fall 2023 - Present

* Planned and coordinated multiple events and tournaments per semester.
* Conducted audits, submitted expenditure requests, and prepared annual budget requests.
* Enhanced student outreach, which led to an increase in membership by 56% to over 55 total members.
* Secured a 33% annual budget increase from the university student government.