

Daniel Blittschau

contact@dblitt.com

[linkedin.com/in/danielblittschau](https://www.linkedin.com/in/danielblittschau)

github.com/dblitt

EDUCATION

University of Notre Dame

Class of 2025

B.S. Computer Science, *College of Engineering*

Notre Dame, IN

Minor in Engineering Corporate Practice

GPA: 3.9, Dean's List

SKILLS

Languages: JavaScript, C, C++, C#, .NET, Node.js, Python, Java, PHP, SQL

Technologies: REST API design, WebSocket and Socket.io, WebAuthn

Cloud Technologies: AWS S3, EC2, Azure, Cloudflare Workers

Linux: Git, GitHub, Containerization (Docker and Podman)

EXPERIENCE

Microsoft – Xbox Console Team

Summer 2022

Software Engineering and Product Management Intern

Redmond, WA

- Designed new *Free up space* page to improve Xbox storage management with personalized recommendations on over 40 million consoles worldwide
- Implemented page using C# and UWP XAML platform connecting to C++ storage backend
- Managed project, utilizing data driven decisions, user research, and cross-team collaboration

Notre Dame Robotic Football Club

Aug 2021 – Present

Student Member

Notre Dame, IN

- Built new server backend using Node.js and Socket.io to provide real-time communication between robots on the field and human operators
- Worked closely with the code teams to create a cross-platform API compatible with a React.js frontend and Python based robot codebase

SLUH IT Department

May 2018 – Aug 2021

Seasonal Employee

Saint Louis, MO

- Implemented new security measures, including a SAML authentication system with MFA and a YubiKey based PIV infrastructure for secure workstation login
- Influenced SLUH's response to COVID-19 and deployed Zoom technology in classrooms
- Rewrote existing Admissions portal in PHP with Drupal 9 and MariaDB SQL
- Built physical access-control system with RFID technology, Raspberry Pis and Python
- Deployed networking infrastructure across multiple buildings

SLUH FRC Robotics Team

Aug 2017 – May 2021

President

Saint Louis, MO

- Directed subteams through design process for FRC season
- Organized off-season programming on how to code and use SolidWorks
- Oversaw programming team and built robot codebase in Java and WPILib
- Participated in multiple college-level hackathons, building apps with JavaScript and Python

ACCOMPLISHMENTS

- Achieved the rank of Eagle Scout
- Placed third at UMSLHack for creating a COVID-19 contact tracing web app

Apr 2020

Feb 2020