Daniel Phillips

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EDUCATION

Brigham Young University Provo, UT
Bachelor of Arts: Media Arts, emphasis in new media
Minor in Computer Science

- GPA 3.78
- Talent and Merit Scholarships

PROGRAMMING SKILLS

Proficient- JavaScript, PHP, Laravel, Vue 3, Python, Git, HTML/CSS, AWS
Moderate- TypeScript, React, MySQL, MongoDB, Redis, Java, C++
Familiar- C, Docker, Node.js, Unity, Luau, Roblox Studio

PROFESSIONAL EXPERIENCE

Full-Stack Web Developer October 2025 – November 2026
Hifi Design

- Developed and maintained web applications using Laravel, PHP, Vue 3, and MySQL.
- Supported REST APIs, authentication, Redis, QA testing, and production deployments.

Web Development – Teaching Assistant September 2024 – 2025
BYU Computer Science Department Provo, UT

- Guided classes of ~250 students deploying web applications using AWS and MongoDB.
- Reviewed projects and provided feedback to improve student code and programming skills.

DEVELOPMENT PROJECTS

Datalog Execution Engine – Python

- Optimized performance by reducing execution time by 90% using advanced parsing techniques
- Implemented error-handling mechanisms that improved debugging efficiency

Elite Trader – Algorithmic Trading & Analytics Platform

- Built a Python desktop platform for market-data analysis, backtesting, and automated paper trading.
- Developed data pipelines, automated tests, and data-health monitoring for trading strategies.

Roblox Multiplayer Game Development

- Developed Roblox games featuring combat, physics-based gameplay, NPC behavior, and progression.
- Implemented Luau client-server systems, multiplayer synchronization, and reusable modules.