

Dante Dam

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Coder, engineer, scientist; connecting computing to the scientific problems of the present and future.

I focus on biological and biochemical modeling and how they inform our study of life.

Education

- Computer Science, **University of California, Irvine**, September 2024-2025 (4.0 GPA)
- previously Computer Science with honors, **California State University, Los Angeles**, August 2022-June 2024 (4.0 GPA)

Research

- September 2024-present under Professor Kevin Thornton in Ecology and Evolutionary Biology at UC Irvine: calculation of **population genetics statistics** from individual-level genotypes and tree sequence encoded ancestral recombination graphs with a **new software library in Rust**. Entry into and funded via UCI's UROP fellowship; oral and poster presentation at Undergraduate Research Symposium in spring 2025
- October 2023-present under Professor Andres Aguilar in Biology at CSU Los Angeles: **First genome sequence of the spotted sand bass *Paralabrax maculatofasciatus*** and **chromosomal synteny** with black sea bass *Centropristis striata*. This ought to be on GenBank and in the Journal of Heredity soon.
- September 2023-June 2024 under Monica Barsever: **computational protein design** for capture of environmental PFAS using protein large language models and protein-ligand docking software

Scholarships

UCI Alumni Association Endowed Scholarship

UC Regents' Scholar

Work

Barnabas Innovation Group Intern

Barnabas Robotics

July 2021 - Present

Remote and Pasadena, CA

- During summer 2021, led team of undergraduate interns and taught them Git
- Afterwards, migrated Barnabas Blocks, an open-source, block-based, full toolchain web IDE for Arduino microcontroller hardware, to TypeScript and webpack. Continue to maintain code and cloud deployment.

Peer Mentor, Early Entrance Program

Honors College, CSU Los Angeles

June-July 2023

Los Angeles, CA

- Developed, taught curriculum for applicants aged 11-15; some are offered early admission to CSU Los Angeles as full-time university students.

Volunteer Team Member

HopeIT (nonprofit)

2019-2022

Pasadena, CA

- Developed course on game design in Roblox and supported day-to-day class sessions, instructing students from group foster homes

Extracurriculars

Member, Academic and Alumni Affairs Committee

November 2024-present

ICS Student Council

UC Irvine

- Design curriculum and manage LeetCode study groups with about 150 students, teaching interview problem motifs with weekly written lectures
- Contributor to backend for ICSSC's AntAlmanac and PeterPortal, UCI's most popular schedule and degree planner

Treasurer

August 2023-June 2024

Biomedical Engineering Society

CSU Los Angeles

- Raise and disburse funding for club projects
- Manage biometrics project working on pulse oximetry

Hackathons

Mentor, ICS Student Council WebJam 2024, UC Irvine

Presenter, Hack@UCI IrvineHacks 2025, "Cloud hosting and persistence with Mongo and Railway"

Projects

TrackGauge

December 2023 - Present

REST, Node.js, webpack

[live site](#)

- Tracks locations of LA Metro trains in real time, with past stop times and future stop time forecasting

Numberlink solver

July 2024

Rust, graph theory, Boolean satisfiability

 [laggycomputer/permanganate](https://github.com/laggycomputer/permanganate)

- The objective of Numberlink is to connect pairs of cells on a grid without crossing paths; solver completes published puzzles in milliseconds