

Passionate software engineer seeking a full stack development opportunity to develop and improve my skills within a diverse workplace guided by a culture of teamwork, guidance, and room for professional growth. Detail oriented with excellent communication, team building, time management and problem-solving skills.

Education

Master of Science in Computer Science

Florida International University • GPA: 3.75 • December 2019

Bachelor of Science in Computer Science

Florida International University • GPA: 3.76 • May 2018

Associate of Arts in Animation

Miami Dade College • GPA: 3.75 • July 2009

Technical Skills

Languages: Java, C#, SQL, JavaScript, HTML, CSS, Python, C

Frameworks: .NET Core, Angular, RabbitMQ

Tools: MongoDB, Jira, Git, Bitbucket, Visual Studio, Postman, Unreal Engine, Photoshop, Premiere Pro

Experience

Software Engineer Intern

Ultimate Software

January 2020 – August 2020

Weston, Florida

- Collaborated with the Employee Pay team to ensure that all the customers employees, whose payrolls are run in UltiPro, get their checks and direct deposits done accurately and on-time.
- Added functionality to the payment service that allowed customers to give their employees different web access control for improved security and privacy.
- Corrected erroneous data in a MongoDB database by creating a migration using .NET Core and validated the correction by using RabbitMQ to trigger the event.
- Optimized a MongoDB query for finding payrolls by creating a new compound index and improved performance by around 70%.
- Implemented filter functionality for NOCs (Notification Of Change) in the Employee Pay page using Angular.
- Used agile software development methodologies, Scrum and Kanban, to speed the pace of development and Jira to keep track of the workflow and tasks assigned to me.
- Technology Used: C#, .NET Core, MongoDB, Angular, Jira, Git, Bitbucket, RabbitMQ, and Postman

Research Assistant in Computer Science Education

Florida International University

August 2018 – December 2019

Miami, Florida

- Survey instrument development to measure interest, engagement, and self-efficacy of undergraduate computer science students (supported by state and national funding).

Learning Assistant for Software Engineering

Florida International University

August 2017 – May 2018

Miami, Florida

- Assisted students experiencing difficulty with advanced software engineering topics.
- Mentored students on Agile software development during their semester-long projects.
- Worked closely with the professor to ensure an equitable and effective learning environment for all students.

Projects

Hurricane FLARE

- A mobile/web application that allows users to input a Florida address to retrieve information on that locations storm surge zone, hurricane shelters, and pictures of past storms.
- Mobile version features an AR simulation which demonstrates how a specified category storm would affect a resident's home.
- Technology Used: React, MongoDB, Unreal Engine, Docker, and NodeJS

Course Checker

- A web application for FIU students that allows them to search for available courses by interacting with their degree flowchart.
- Course Checker reduces the time students spend on searching for courses by allowing them to search for multiple courses at once and by displaying course availability on the flowchart.
- Technology Used: Python, Elasticsearch, JavaScript, HTML, and CSS
- <https://github.com/Danny302/CourseChecker>

Alchemist Escape

- An “escape room” themed Virtual Reality game designed to increase Computer Science interest and awareness, in an attempt to decrease the diversity gap in Computer Science.
- Technology Used: Unreal Engine and C++
- <https://github.com/NuiLab/VRForEducation>