Daniel Anievas Coria

Software Engineer | Translator and Interpreter

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Multilingual Software Engineer with a background in linguistics and a certificate from Coding Temple's full-stack development boot camp. Fluent in Spanish, English, French, and Italian, and proficient in modern web technologies, including Python, JavaScript, React, and Flask. Passionate about building interactive, educational, and inclusive software experiences tailored for diverse users and learning environments. Combines technical skill with cross-cultural insight to deliver user-centered applications that inform, engage, and empower.

Skills

Languages: Python, JavaScript, HTML, CSS, TypeScript, SQL

Frameworks/Libraries: React, Redux, Firebase, Flask, Kivy, Pygame, Bootstrap, Tailwind CSS, Vite

Databases: Firestore, SQLite, PostgreSQL, MongoDB (basic)

Tools/DevOps: Git & GitHub, GitHub Pages, Netlify, VS Code, Figma, Postman, Firebase Hosting, Auth0, ESLint, Prettier

Other: Internationalization (i18n), Translation Memory Systems (custom-built), Canvas & SVG animations, Responsive UI Design, Game Logic & Physics, LocalStorage API, Form Validation

Certifications:
- Full Stack Software Engineering Certification
- ESL Teaching Certification
- American Translators Association Translator

Projects

Dungeon Crawler game *(Pygame / Python / Object-Oriented Programming) [[Project Link](#)]*
- Procedurally generated labyrinth filled with a soundtrack, hidden treasures, destructible walls, NPCs and crafty enemies powered by A* pathfinding.
- I honed my object-oriented programming expertise, delved into pixel art design, and implemented AI-driven gameplay.

Alien Invasion *(Python | Pygame | Object-Oriented Programming) [[Project Link](#)]*
- Sprite management and collisions
- Event-driven input handling

Experience

Educational Game & Software Developer
San Antonio, TX – Jan 2023 – Present

- Developing an iPad game for Bolsa Chica Conservancy teaching bird flight through interactive simulation and physics-based gameplay.
- Built educational games with Pygame/Kivy, including math puzzles and logic-based learning tools for kids.
- Created full-stack apps (e.g., task manager, e-commerce) with React, TypeScript, and Firebase, focusing on UX, accessibility, and multilingual support.
- Engineered an AI-powered Python translation tool with grammar logic and translation memory to assist bilingual learners.
- Applied game mechanics, agile workflows, and responsive design across all projects.

ESL Instructor
Gillespie Literacy Council – Mar 2024 – Present

- Delivered tech-integrated lesson plans to 50+ adult learners, supporting diverse, user-centered educational experiences.

Software Developer & Translator
Anievas Cloud Translations – Jan 2021 – Present

- Built internal tools to streamline multilingual workflows using Python/Flask and managed accurate, culturally sensitive translations.

Education

Coding Temple — *Software Engineering Certificate*
Dec 2024 – Sep 2025 (Expected)

- Intensive full-stack program focused on Python, JavaScript, React, Flask, SQL, and DevOps practices
- Developed real-world applications using Agile methodologies, REST APIs, authentication systems, and cloud-based databases
- Emphasized testing, debugging, responsive UI/UX design, and Git-based version control

Instituto Superior de Estudios en Traducción e Interpretación — *Diploma in Expert Translation Practice*
Jan 2024 – Apr 2024

- Specialized in translation workflows, terminology management, and tools that support multilingual application development

Instituto Superior de Estudios en Traducción e Interpretación — *Diploma in Interpretation & Translation*
Aug 2021 – Mar 2022

- Gained advanced skills in linguistic accuracy, user-facing content localization, and intercultural communication—key for internationalized software

Instituto Superior de Intérpretes y Traductores — *B.A. in Language Interpretation*
Aug 2017 – Dec 2020

- Built a strong foundation in structured thinking and problem-solving, applicable to software logic and user empathy in design

Universidad del Tepeyac — *Coursework in ESL Teaching & Language Instruction*
Aug 2014 – May 2015

- Developed educational strategies and communication skills useful for designing user-centric learning platforms and instructional software