

Daniel Herrera

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE

Irvine, CA

Bachelor of Science in **Computer Science** (Specialization in Databases)

Cumulative GPA: 3.8/4.0; **Dean's Honor List**

Relevant Coursework: Data Structures, Algorithms, Operating System, Object-Oriented Programming, Machine Learning, Databases

ADDITIONAL SKILLS

Programming Languages: Python, Java, C++, SQL (PostgreSQL, MySQL), Web Development (HTML5, CSS, JavaScript)

Frameworks & Libraries: Node.js, Express.js, Vue.js, React, Angular

Cloud & DevOps: AWS (EC2, RDS PostgreSQL, S3, ELB, Route 53, IAM, CloudWatch, Lambda), Docker, Kubernetes, Git, GitHub,

Testing & Tools: Playwright (E2E testing), Postman (API testing), Figma (Design), Jira (Agile),

Proficiencies: OSX, Windows 10, Microsoft Office Suite

WORK EXPERIENCE

SOFTWARE ENGINEER | [CriticalAsset](#)

April 2025 - August 2025

- Leveraged **AI-powered developer tools** (Github Copilot, Cursor, Warp) to accelerate coding workflows, improving developer productivity by **55%** and enabling faster feature delivery.
- Mapped and documented legacy **AWS infrastructure** (EC2, RDS PostgreSQL, S3, Elastic Load Balancing, Route 53) reducing new hire onboarding time by 40% and accelerating deployment cycles.
- Collaborated with DevOps to diagnose and resolve a critical production outage using **CloudWatch**, restoring 100% service availability and **preventing \$30,000** in downtime losses.
- Created an automated **Playwright test suite**, increasing **QA** coverage by 35% and reducing manual testing effort by 90%.
- Prototyped **agentic AI workflows** in n8n orchestrating the **OpenAI API** for multi-channel social media automation (LinkedIn, Instagram).

SOFTWARE DEVELOPER | [GetMentored](#)

September 2023 - April 2025

- Promoted to **team Lead** in 4 months; led a team of five interns in an **Agile environment**, mentoring and reviewing code to ensure consistent UI/UX and adherence to styling guidelines.
- Co-developed a custom **Dockerfile** to abstract dependencies, reducing setup time by **90%** and unifying development environments.
- Designed and implemented the frontend architecture (**Vue.js, CSS, JavaScript**), building features end-to-end from **Figma prototypes** to production deployment.
- Integrated an invitation **SMTP-based** onboarding system into the platform using **Express.js**, increasing user onboarding rate by 40%.

PROJECTS

FABFLIX (Java, HTML, CSS, Javascript)

Jan 2025 - March 2025

- Engineered a Netflix-inspired web application with secure authentication, dynamic movie browsing, secure purchasing functionalities and a **MySQL-powered backend**, delivering a seamless and user-friendly experience.
- Designed and implemented an employee dashboard for movie database management which streamlined operations and ensured robust performance for authorized personnel.
- Optimized system performance by reducing **XML** data load time by **38% using MySQL batch insert** and accelerated search by 95% (40s to 2s) through full-text search, autocomplete, and caching.
- Deployed the site with **Docker** and **Kubernetes** on **AWS** and **GCP**, scaling to handle **3x more concurrent users** during testing.

LEADERSHIP EXPERIENCE

PROGRAMMING INSTRUCTOR | [Coding Mind](#)

July 2025 - Present

- Teaching K-12 students **Python, Java, C++** coding fundamentals through hands-on projects in apps and games guiding students through technical challenges.

CAPSTONE PROJECT ASSISTANT | *University of California, Irvine*

January 2025 - July 2025

- Worked as Professor Ziv's project/learning assistant to mentor and guide academic success for **130+ college students** across **25 teams on 25 different projects** by coaching Agile practices including standups, sprint planning, backlogs, and retrospectives, while also strengthening technical skills and soft skills including teamwork, leadership, and project management.

SYSTEM DESIGNER | [NASA L'Space Mission Concept Academy](#)

August 2023 - January 2024

- Collaborated in a **NASA L'Space Academy** team to design a theoretical CDH system for satellites, addressing challenges in data routing, bandwidth optimization, and compute limitations reducing payload size by 35%, extending system capacity for scientific instruments.