Daniel Quinonez

786-241-0491 | da336798@ucf.edu | linkedin.com/in/dannyquinonez | https://github.com/Daniel-Quinonez

EDUCATION

University of Central Florida　　　　　　　　　　　　　　　　　　Orlando, FL
Bachelor of Science in Computer Science　　　　　　　　　　　*Aug. 2022 – May 2026*

EXPERIENCE

Knights Experimental Rocketry　　　　　　　　　　　　Aug. 2022 – Sep. 2023
University of Central Florida　　　　　　　　　　　　　　　　　　　*Orlando, FL*
* Design a Flight Computer for a 5k class SRAD rocket
* Code Avionics software in Arduino IDE using C/C++
* Utilized LoRa Radio modules to transmit live telemetry
* Design ground station for live data interpolation during flight
* Design motor casing in CREO CAD software

CWEP Software Engineer Intern　　　　　　　　　　　　　Sep. 2025 – Present
Lockheed Martin　　　　　　　　　　　　　　　　　　　　　　　　*Orlando, FL*
* Engaged to full Software Development Life Cycle (SDLC) including design, development, testing, and integration of mission-critical software systems.
* Programmed development of embedded and enterprise-level software applications across Windows, Linux, and Unix platforms.
* Dealt on cross-functional teams with engineers across disciplines to support high-impact defense and aerospace systems.

Paper STEM Tutor　　　　　　　　　　　　　　　　　　　Feb. 2023 – Dec. 2023
Paper
* Taught students from K-12 in all sorts of courses pertaining to STEM as well as Spanish
* Exercised communication skills to interact with different age ranges in order to communicate more efficiently
* Collaboration with students in order to aid in getting the answer

Historian of Engineering Club — Robotics Team　　　　Aug. 2021 – Jul. 2022
Everglades Advanced STEM Academy　　　　　　　　　　　　　　*Miramar, FL*
* Handled club outreach and student engagement
* Assisted in design of AutoCAD and machine shop workshops
* Designed frame and software for 'Lel Bots' Robot

PROJECTS

Blnd | *TypeScript, JavaScript, CSS*　　　　　　　　　　　Oct. 2024 – Present
* Built a web application leveraging Spotify's API and Last.fm's API to generate, merge, and share playlists.
* Developed frontend features in TypeScript and Tailwind CSS, ensuring responsive and clean UI design.
* Implemented playlist blending logic to create collaborative music experiences for users and their friends.

FitKnight | *TypeScript, CSS*　　　　　　　　　　　　　　Oct. 2024 – Dec. 2024
* Designed and optimized UI/UX flows for a gamified fitness tracker application.
* Contributed to frontend functionality that tracked daily and weekly challenge progress points.
* Collaborated with team members to align design choices with user engagement goals.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL , JavaScript, HTML/CSS, TypeScript
Frameworks: React, Tailwind CSS, Node.js/Express.js
Developer Tools: Git, Docker, Github, Amazon Web Services, VS Code, Visual Studio, PyCharm, IntelliJ, Vercel, npm/yarn, Bash
Libraries: pandas, NumPy, Matplotlib, OpenCV, pthreads