Daniella Ovbude

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Software Engineer with experience building secure, scalable systems using Python, Java, Node is, and SQL. Skilled in API development, debugging, and modular architecture, with hands-on experience delivering production-ready features in Agile teams. Passionate about improving real-world workflows through automation, reliability and user-focused design.

PROFESSIONAL EXPERIENCE

Software Engineer Intern

St. Louis, MO

Washington University in St. Louis

Jan 2025 - May 2025

- Designed and maintained modular backend APIs in Java, Python and JavaScript, improving scalability and security for internal AI-driven tools
- Reduced production defects by 25% through proactive bug detection, root cause analysis, and Agile sprint-based issue resolution
- Led peer code reviews and created production-ready templates, reducing new developer onboarding time by 30%
- Built real-time feedback workflows simulating concurrent user interactions, enhancing downstream data accuracy
- Tuned queries and implemented caching strategies, improving API response times by 15% without compromising reliability
- Strengthened observability with structured logging and monitoring, cutting issue resolution time by 40%

Software Engineer Intern

St. Louis, MO

Washington University in St. Louis

Aug 2024 - Dec 2024

- Developed backend services in Node is and SQL to manage scheduling for 300+ active users with high availability
- Implemented multithreaded job processing and error-handling workflows, ensuring compliance-grade reliability
- Designed secure data management systems with zero critical vulnerabilities throughout the deployment cycle

Systems Engineer

St. Louis, MO

Edison Theatre

Dec 2022 - May 2023

- Engineered concurrent control systems with >99.9% uptime over 400+ hours, enabling real-time automation during live events
- Improved system monitoring to quickly detect and resolve performance bottlenecks
- Increased operational stability by 30% through scalable bug fixes and enhanced system observability under live constraints

PROJECT EXPERIENCE

Spotify Virtual Hangout Web App

March 2025

- Built and tested REST APIs using FastAPI for real-time interactions, playlist management, and chat sessions
- Implemented concurrency-safe architecture, secure session handling, and validation to support multi-user environments
- Conducted edge-case testing to maintain session consistency across distributed systems

TECHNICAL SKILLS

Languages: Java, Python, JavaScript (React), C++, SQL

Frameworks & Tools: Spring Boot, Node.js, FastAPI, Docker, Git, Maven, Jenkins, Jira, Bitbucket, Vercel

Cloud & Data: AWS, Oracle, PostgreSQL, Kubernetes, Spark, gRPC, NoSQL

Development Practices: Agile Scrum, Test-Driven Development, CI/CD, Design Patterns, Multithreading, UML

Core Competencies: API Design, Web Services (REST/SOAP), Secure Development, Debugging & Profiling, Performance Optimization

EDUCATION

Washington University in St. Louis

St. Louis, MO

B.S, Computer Science May 2025

Related Coursework: Data Structures and Algorithms, Web Development, Object-Oriented Programming, Systems Software, Parallel & Concurrent Programming, Computer Security, Artificial Intelligence