

Danil Sidorov

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EDUCATION

Pennsylvania State University

B.S. in Computer Science, GPA: 3.89

State College, PA

Aug 2021 – May 2025

EXPERIENCE

Full Stack Software Developer (Freelance)

July 2022 – Present

PEX

Remote

- Engineered and maintained a cross-platform logistics application using React Native, serving over 5,000 monthly users by integrating with a legacy PHP backend via a modular API layer.
- Developed key features including a barcode scanning system that reduced manual data entry errors by 95%, role-based access control (RBAC), and automated CSV/email exports.
- Implemented a RAG-based AI support chatbot using vector search, which successfully automated responses for 30% of common customer inquiries and provided Russian localization (i18n).

Network Engineer

June 2025 – Present

Verizon

Basking Ridge, NJ

- Collaborated with stakeholders to define requirements and technical specifications for internal software enhancements, translating business needs into actionable development tasks.
- Analyzed backend APIs, frontend UI, and data workflows to identify bottlenecks, contributing to a 15% improvement in overall ticket resolution times for critical internal applications.

Computer Science Intern (2 summers)

Summers 2022 & 2023

Verizon

Basking Ridge, NJ

- Built dashboards using Splunk, Tableau, and Python, improving customer order problem resolution by 26% (from 27 to 20 days).
- Developed an ML model to classify ticket types with 92% accuracy, decreasing average ticket resolution time by 17%.

Private eBay Seller

2019 – 2023

Self-employed

Remote

- Operated a private eBay store, managing product sourcing, multi-party negotiations, and international logistics for technology and collectible items.
- Achieved \$145K in gross revenue over four years through strategic pricing and market analysis.

PROJECTS

One Million Images | *Vanilla JS, Node.js, Socket.io, Redis, SQLite, R2*

2024

- Developed a massively multiplayer web application featuring a 1000x1000 grid where users can permanently upload images to a shared, zoomable canvas.
- Engineered a custom tile-based rendering system to efficiently display portions of the grid, ensuring smooth panning and zooming with minimal client-side resource usage.
- Utilized Socket.io for real-time grid updates, Redis for high-speed caching of image metadata, and Cloudflare R2 for low-cost, high-availability object storage.

TECHNICAL SKILLS

Languages: Python, C, JavaScript, SQL, HTML/CSS

Frameworks: React Native, Node.js, Flask, Next.js, Express, Tailwind, Deno

Developer Tools: Git, Docker, Google Cloud, Firebase, VS Code, Splunk, Tableau

Databases: SQLite, PostgreSQL, Redis

Libraries: Redux, Chart.js, Sentry, Jest

AWARDS

Dean's List (every semester), Penn State Discover Award (\$4,000/year), Penn State Commonwealth Award (\$2,000/year), Verizon (Recognizing You) Performance Award (\$500)