

# DANIEL SCHEVIS

[da631024@ucf.edu](mailto:da631024@ucf.edu) | [linkedin.com/in/daniel-schevis](https://linkedin.com/in/daniel-schevis) | [github.com/Spyderma9](https://github.com/Spyderma9)

## EDUCATION

### University of Central Florida

*Bachelor of Computer Science, BS | GPA: 3.5*

May 2028

Orlando, FL

- **Organizations and Affiliations:** KnightHacks, HackUCF
- **Relevant Coursework:** Object-Oriented Programming, Calculus 1, Data Structures and Algorithms

## PROJECTS

### StateFarm Game | *Node.js, TypeScript, MediaDevices API, ESLint, PostCSS/Tailwind* Sep. 2025 – Sep. 2025

- Shipped **Next.js** and **TypeScript** app with **91% TypeScript**, enabling single-command dev and lint-clean builds
- Implemented camera capture for real-time testing using the **MediaDevices API** and a lightweight debug view
- Built AI character system producing schema-consistent outputs with defined models and a **Node.js** test script
- Improved maintainability and type safety by organizing configs and assets and enforcing **TypeScript** and **ESLint**

### Pallit | *Google Fonts API, React, JavaScript, Next.js* April 2025 – April 2025

- Expanded font options by **50%** through **Google Fonts API** integration, enabling access to **1,400+ typefaces**
- Built dynamic logic to apply selected fonts across UI components, improving responsiveness and styling consistency
- Reduced design inconsistencies by **30%** by aligning font and color systems in collaboration with team members
- Refined font preview tools and accessibility features to support smoother design testing and user interaction

### HeisenLearn | *Python, Gemini API, JavaScript, VS Code* June 2025 – June 2025

- Built a chemistry chatbot using **Gemini API** with a custom character persona for in-character Q&A
- Implemented voice integration in **JavaScript**, enabling natural-language Q&A through a speech-enabled interface
- Trained and deployed a character AI voice model to enhance character realism and immersion during demos
- Reduced development time by **20%** through streamlined code collaboration and debugging workflows in **VS Code**

### Last Meal Protocol Club | *TypeScript, Tailwind CSS, React, Supabase, SQL* April 2025 – April 2025

- Designed a **Supabase SQL database** to store user profiles, meals, and exercise logs with secure authentication
- Integrated backend services with frontend components using **TypeScript and Next.js** for seamless data syncing
- Enabled password and email verification, improving account security and reducing signup errors by **60%** in testing
- Collaborated in **VS Code** to refine schema logic and align backend updates with real-time user interactions

## EXPERIENCE

### Publix Grocery Associate Oct. 2022 – Aug. 2024

*Publix Corporation*

*Miami Lakes, FL*

- Assisted **100+ customers per shift**, averaging **15 shifts per month**, with bagging, carry-outs, and restocking
- Worked with a front-end team of **10+ employees** to keep checkout lines moving during peak hours
- Maintained cleanliness and restocked bagging stations and shelves across **4+ high-traffic zones** each shift
- Took on flexible roles during holiday rushes and weekend events to help serve **500+ customers daily** storewide

### Scouting America Aug. 2018 – Dec. 2024

*Senior Patrol Leader*

*Miami Lakes, FL*

- Led a troop of **30+ scouts** for **2 consecutive years**, overseeing meetings, events, and advancement progress
- Ran **50+ weekly meetings** and coordinated service projects to promote leadership and community involvement
- Organized **20+ weekend campouts** and a weeklong annual trip out of state, managing planning and logistics
- Helped manage **\$5,000+ in annual funding**, working with adult leaders to budget for gear, travel, and activities

## TECHNICAL SKILLS

**Languages:** C#, C/C++, Java, Python, TypeScript, HTML/CSS, JavaScript, SQL, Assembly

**Libraries/Frameworks:** React, Tailwind CSS, Next.js, Node.js, OpenAI API, Gemini API, MediaDevices API

**Developer Tools:** Git, Unity, Vercel, Linux, Godot, VS Code, Supabase, ESLint