Daniel “Ludo” **DeAnda**

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Education

The University of Texas at Dallas (August 2019 - May 2023)
B.S. in Computer Science, *summa cum laude* (GPA: 3.99)
Graduated with major honors (CS^2) and university honors (Collegium V)

Technical Skills

Web Languages: **React, Next.js, TypeScript, JavaScript** (ES6+), CSS, HTML, jQuery
Other Languages: **Java**, Node.js, Python 3, C, C++, SQL, Terminal/Bash (including SSH)
Code Editors: IntelliJ IDEA, WebStorm, PyCharm, CLion, DataGrip, VS Code, Eclipse
Engineering: Postman, Insomnia, PostgreSQL, Vim, NPM, PNPM, Yarn, Git, GitHub, Jira, AWS
Collaboration: Figma, Confluence, Slack, Discord, Microsoft 365, Google Workspace
Spoken Languages: California Seal of Biliteracy in Spanish
Other: Expert Problem-Solving Skills; Strong Verbal and Written Communication Skills

Experience

Software Engineering Intern, Cvent, Inc. (June 2022 - August 2022)

- Constructed RESTful API endpoints in Java to facilitate the storage (POST), retrieval (GET), and validation of complex user data stored in PostgreSQL database tables
- Wrote unit tests, integration tests, and automation tests using Jest, Karate, and Cucumber
- Performed CI/CD deployments using Jenkins and smoke tests using Postman
- Contributed to design and debugging efforts by pair programming with employees
- Investigated potential causes of integration test timeouts and reported findings
- Corrected and authored new internal documentation for development environments
- `const skillsHoned = new Set(['Java', 'JetBrains IDEs', 'React', 'Yarn', 'TypeScript', 'Slack', 'Communication']);`

Software Engineer Intern, Onfleet, Inc. (May 2021 - August 2021)

- Resolved an existing issue with the admin dashboard in a dedicated Git branch
- Used callback functions and hooks to remake a delivery and pick-up tracking page in React
- Created robust test suites using Jest and the React Testing Library
- Learned how to use NPM packages such as `styled-components` and `grommet`
- `const skillsHoned = new Set(['React', 'VS Code', 'NPM', 'Git/GitHub', 'UNIX Servers via SSH', 'Slack']);`

Researcher, UTD Student Network Study (May 2020 - September 2020)

- Developed an efficient Python program to identify, manipulate, and observe changes in the properties of a university student network using graph theory
- Collaborated with six other honors students and worked under an honors professor
- Used `numpy`, `pandas`, and `matplotlib` to facilitate computations and visualize results
- Co-authored an academic paper listing the team’s findings and recommendations
- `skills_honed = {"Python", "JetBrains IDEs", "Git/GitHub", "UNIX/SSH"}`

Coursework

Computer Science Project (CS 4485; Spring 2023)

- Designed and developed the front end of an account and identity access management system for UTD student organization Nebula Labs using React, Next.js, and TypeScript
- Researched and performed cost analysis for a single sign-on (SSO) solution for the system
- Collaboratively created supporting documents such as a project proposal and final report
- `const skillsHoned = new Set(['Next.js', 'React', 'TypeScript', 'PNPM', 'GitHub', 'VS Code', 'Communication']);`

Artificial Intelligence and Machine Learning (CS 4365 Honors and CS 4375; Spring 2022)

- Described and evaluated uninformed search problems, informed search problems, constraint satisfaction problems, propositional knowledge bases, Bayes networks, and games
- Mastered fundamental principles such as regression, multilayer perceptrons, convolutional neural networks, gradient descent, backpropagation, support vector machines, clustering methods, dimension reduction, and reinforcement learning
- Created artificially intelligent Pac-Man agents in Python for a course-wide competition
- Implemented several multilayer perceptrons and used them to perform image classification
- `skills_honed = {"Python", "AI/ML", "JetBrains IDEs", "Pseudocode", "Problem Solving"}`

Advanced Algorithm Design and Analysis (CS 4349; Fall 2021)

- Analyzed the temporal and spatial complexities of sorting, divide-and-conquer, dynamic programming, greedy, and graph algorithms
- Developed and proved the correctness of new algorithms to solve novel problems
- Applied knowledge of data structures to minimize temporal and spatial complexities
- `Set<String> skillsHoned = Set.of("Pseudocode", "Problem Solving");`

Database Systems (CS 4347; Fall 2021)

- Produced and normalized relational database schemas from entity relationship diagrams, identifying primary keys, foreign keys, and functional dependencies
- Used SQL statements to create a relational database from scratch and modify its contents using Oracle Database 19c and SQL Developer
- Wrote SQL queries to retrieve information from and about relational databases
- `select * from SKILLS_HONED where Skill in ('SQL', 'SQL Developer');`

Honors

National Merit Scholar, The National Merit Scholarship Corporation
Valedictorian, Homestead High School, Cupertino, CA
Six-Time Award Recipient, CodeDay (Best Game, Best in Show, Special Awards for Design)

Activities

Social Co-Chair, Novis A Cappella (5 Semesters, 2020 – 2022)

- Organized and ran various social events, maintained the organization's Reddit account and Discord server, and designed and regularly updated its website
- Skills Honed: HTML/CSS, Communication, and Leadership

Regular Attendee and Volunteer, CodeDay (Hackathon) (2015 – 2019)

- Developed games and apps (one per event) with teams of fellow students in 24 hours
- `skills_honed = {"Python", "HTML/CSS/JS", "Java", "JetBrains IDEs", "Git/GitHub", "Communication"}`