

Daniel Mamuza

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EDUCATION

University of Nevada, Las Vegas

August 2023 - May 2027

Bachelor of Science in Computer Science

GPA: 3.8 / 4.0

Minor in Mathematics

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Systems Programming, Computer Organization, Discrete Mathematics, Computational Linear Algebra, Calculus

TECHNICAL SKILLS

Languages: C++, C#, HTML/CSS, TypeScript/JavaScript, Python

Technologies: Astro, Git, Next.js, Prisma, React.js, Tailwind CSS, Unity Game Engine

EXPERIENCE

Computer Science Teaching Assistant | *University of Nevada, Las Vegas*

August 2024 - Present

- Tutored over 200 students in C++ object-oriented programming and Linux.
- Conducted weekly office hours to assist students with debugging, code optimization, and algorithm efficiency.

Software Engineer & ICPC Competitor | *ACM UNLV*

July 2024 - Present

- Overhauled ACM UNLV's website using React.js and Next.js, enhancing site performance by improving Lighthouse performance, accessibility, and SEO scores by 25%.
- Engaged in rigorous preparation for the ICPC 2024 South California regional competition, concentrating on algorithm design and problem-solving techniques, while collaborating with teammates to refine approach to complex challenges.

PROJECTS

Monk | TypeScript, Next.js 14, React.js 18, Tailwind CSS, PostgreSQL | [Live Demo](#)

June 2024

- Developed a full-stack Kanban board and note-taking application for task management, integrating user authentication and role-based access control with Clerk to enhance security and support multi-user functionality.
- Managed database schemas to ensure scalability and data integrity for user CRUD operations with Prisma ORM and PostgreSQL via Supabase.
- Employed dynamic routing, API routes, middleware, and server actions while developing the Monk app, enhancing data handling and backend interactions by 40%.

Jerald Bot | Python, Discord.py, OpenAI | [GitHub](#)

May 2024

- Created a customized Discord chatbot specializing in personalized plant-related questions using Discord.py API configuration.
- Integrated the OpenAI API for context-aware, personalized responses and the Giphy API for dynamic GIFs, enhancing user experience and engagement through natural language processing and relevant visual content.
- Acquired hands-on experience in API design and integration, managing asynchronous requests to ensure seamless communication between Discord, OpenAI, and Giphy services.

Lord of the Rings Esolang | TypeScript, Deno | [GitHub](#)

February 2024

- Engineered an esoteric interpreted programming language with a robust tokenizer, parser, and lexer, demonstrating proficiency in compiler design and language implementation.
- Developed a comprehensive expression evaluation module that assesses strings, objects, booleans, and numbers.
- Implemented a transcription tool for ".lotr" files and a REPL mode for real-time command execution, facilitating user interaction and streamlined debugging processes.

LEADERSHIP

Vice President of Project Development | *ACM UNLV*

July 2024 - Present

- Coordinated the club's open-source projects, promoting and encouraging effective member teamwork.

Officer | *AI & Data Science Club*

September 2024 - Present

- Advanced club initiatives by coordinating professional outreach, moderating discussions, and supporting member-led AI and data science projects, contributing to a collaborative and educational environment.