Daniel Mamuza

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EDUCATION

University of Nevada, Las Vegas   August 2023 - May 2027
Bachelor of Science in Engineering: Computer Science   GPA: 3.8
Minor in Mathematics
Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Systems Programming, Discrete Mathematics, Computational Linear Algebra, Calculus

TECHNICAL SKILLS

Languages: C++, C#, HTML/CSS, JavaScript, TypeScript, Python, x86 Assembly, MIPS32
Technologies: Astro, Blender, Docker, Git, Next.js 14, React.js 18, Unity

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.

Frontend Engineer & Vice President of Open Source Projects | 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%.
- Coordinated the club's open-source projects, promoting and encouraging effective member teamwork.

PROJECTS

Monk | TypeScript, Next.js 14, React.js 18, Tailwind CSS, PostgreSQL | [Live Demo](#)   June 2024
- Developed a Kanban board and note app for task management for individuals and organizations using Clerk's user authentication.
- Implemented pro user features such as unlimited boards and notes with Stripe subscription management system.
- 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%.
- Utilized Tailwind CSS to create a friendly and enhanced user interface for users with 60% retention.

JeraldBot | Python, Discord.py, OpenAI | [GitHub](#)   May 2024
- Created a customized Discord chatbot specializing in personalized plant-related questions using Discord.py API configuration.
- Connected bot with OpenAI API and Giphy's endpoint for more customized and functional responses.

Lord of the Rings Esolang | TypeScript, Deno | [GitHub](#)   February 2024
- Developed an esoteric interpreted language using a tokenizer, parser, and lexer.
- Evaluated expressions and statements for strings, objects, booleans, and number literals.
- Utilized a transcribe for ".lotr" files and used a REPL mode when no file was given.

The Lonely Wizard | C#, Unity | [GitHub](#)   December 2023
- Designed game logic such as enemy walk paths, leveling system, and player controller.
- Utilized multi-file development with more than 20 C# scripts.
- Developed a 2D top-down rogue-like shooter.