

Daniel Mamuza

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EDUCATION

University of Nevada, Las Vegas

Aug. 2023 – May 2027

Bachelor of Science in Computer Science, Minor in Mathematics, Dean's Honor List

GPA: 3.8 / 4.0

EXPERIENCE

Software Engineer Intern | Intellimind

Nov. 2024 – Present

- Engineered an internal chat messaging feature for clients using **WebSockets**, **DynamoDB**, **AWS Lambda**, and **API Gateway**, enabling low-latency and scaling to support **1,000+** concurrent users.
- Developed frontend chat context and hooks with **React** and Jotai to handle WebSocket and **REST API** calls, achieving **300ms** response times, reducing render latency, and improving real-time updates.
- Collaborated with a team to automate credit report generation, utilizing **Python** to integrate leveraging **Amazon Bedrock** for AI-driven HTML creation, converting structured content to PDFs using WeasyPrint, and storing documents in **S3** for access.

Computer Science Teaching Assistant | University of Nevada, Las Vegas

Aug. 2024 – Present

- Tutored 400+ students through office hours, offering in-depth code debugging, constructive assignment feedback, and breakdowns of programming principles, leading to improved student understanding and academic success.

PROJECTS

Monk | *TypeScript, Next.js, Tailwind CSS, PostgreSQL*

June 2024 – Aug. 2024

- Developed a full-stack Kanban board and note-taking SaaS app for task management with **Next.js**, 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**, supporting hundreds of users and **50** interactions per second.
- Enhanced data handling and backend interactions by **40%**, through the implementation of dynamic routing, API routes, middleware, and server actions.
- Integrated **Stripe** for subscription management, enabling premium features such as extra boards and notes, and securely processing payments via the Stripe API.

Jerald Bot | *Python, Discord.py, OpenAI API, Giphy API*

May 2024

- Built a customized Discord chatbot using Discord.py that specializes in personalized plant-related inquiries, gaining experience in chatbot development and API integration.
- Integrated the **OpenAI API** for context-aware, personalized responses and the Giphy API for GIFs, enhancing user experience and engagement through natural language processing and relevant visual content.

Lord of the Rings Esolang | *TypeScript, Deno*

Feb. 2024

- Engineered an esoteric interpreted programming language with a robust tokenizer, parser, and lexer, demonstrating compiler design and language implementation proficiency.
- Designed a comprehensive expression evaluation module that assesses strings, objects, booleans, and numbers.

LEADERSHIP

Webmaster | AI & Data Science Club

Sep. 2024 – Present

- Developed and maintained the club's website using **React**, **Tailwind CSS**, and **Vite**, improving club members' engagement and accessibility to events, resources, and projects.

Webmaster | Association for Computing Machinery UNLV

July 2024 – Present

- Achieved a **25%** improvement in Lighthouse performance, accessibility, and SEO scores, by overhauling **ACM UNLV's website** using **TypeScript** and **Next.js**.
- Competed in **ICPC 2024 South California regional**, showcasing algorithm design and problem-solving skills in collaboration with teammates.

SKILLS

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

Frameworks & Libraries: Astro, Framer, Material-UI, Next.js, React, Prisma, Tailwind CSS, Zod

Tools & Technologies: AWS DynamoDB, AWS Lambda, AWS S3, Docker, Figma, Git, Supabase, Vercel, Vite