DANIEL F. HUERTAS

Software Engineer | Developer

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in dhuertas93   ○ huertasdanny

PROGRAMMING LANGUAGES

Javascript ●●●●○
React ●●●●○
Python ●●●○○
C++ ●●○○○
Java ●●○○○

STRENGTHS

Passionate | Dynamic

Team Cohesion | Adaptable

Communication

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AWS SERVICES | AWS Amplify

MERN Stack | NextJs

HTML | CSS | Jetbrains

LANGUAGES

English ●●●●●
Spanish ●●●●○

EDUCATION

M.S. Computer Science
U.S.C

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B.S. Mechanical Eng.
M.I.T

REFERENCES

in On Request

ABOUT ME

Colombian born American citizen looking to continuously enhance, improve and add to my skill-set and knowledge with a passion for technology and how it can be used to improve ourselves and our lives.

EXPERIENCE

Software Engineer |Amazon Studios

📅 Present   📍 Culver City, CA

- Maintained back-end AWS server-less micro-services that supported a file ingestion pipeline which processes millions of assets.
- Created technical document for API portion of a complex microservice and then worked with team to deliver an API, Conductor Engine, EC2 workers and database support for production ready use.

Software Engineer | Gif Your Game

📅 May 2019 – Sept 2021   📍 Santa Monica, CA

- Integrated Xbox Live API into application to allow users to preview, save and share public videos on the Xbox Network from their mobile device
- Implemented and deployed UX flow for adding and disconnecting new suggested games to our platform through the use of a various UX elements
- Leveraged the AWS platform to automate tasks such as database cleanups, DLL signing events, and third-party API content fetching and delivery
- Managed and updated internal company REACT site used for displaying health of network as well as give other developers easy access to automated tools

Systems Engineer | Textron Systems

📅 June 2016 – Dec 2016   📍 Wilmington, MA

- Supported development and implementation of an autonomous sensor network
- Developed visual imaging object segmentation and tracking algorithms with 90% probability of detection and 8% false alarm rate

PROJECTS

Full Stack Engineer | Feals

📅 Sept 2021 – Nov 2021   📍 Los Angeles, CA

- Implemented new 'Guest Checkout' flow to prevent forcing all users to create an account, users would later be notified to finish signing up for an account
- Implemented precompilation of some promotion redirect pages during Gatsby build process in order to avoid a 404 redirect handling

Engineering Contractor | Gif Your Game

📅 Sept 2018 – May 2019   📍 Santa Monica, CA

- Translated binary game file decoder from C# to Python to extract relevant game fields for video rendering.
- Created virtual machine servers with graphics card passthrough for individual game rendering