

Daniel K. Budziwojski

ASPIRING SOFTWARE ENGINEER

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Summary

Inquisitive and persevering full-stack developer seeking a Software Engineering Intern position where I can utilize my hands-on experience in various technologies to make an impact. Contributed to open source projects and volunteered on developing a public health app. Strong team player that delivers under pressure in an agile environment.

Education

University of Southern California - GPA: 3.97, Dean's List for 4 semesters

Los Angeles, CA

M.S. IN COMPUTER SCIENCE - EXPECTED DEC 2023

Aug 2020 - Dec 2023

B.S. IN COMPUTER SCIENCE - EXPECTED MAY 2023

Coursework: Algorithms and the Theory of Computing, Data Structures, Artificial Intelligence, Computer Systems (x86), Embedded Systems, Software Engineering, Object Oriented Design, Operating Systems, Internetworking, Computer and Network Security (Planned Spring 2023), Security and Privacy (Planned Spring 2023), Multimedia Systems Design (Planned Spring 2023)

San Jose State University - GPA: 4.0, President's Scholar for all semesters

San Jose, CA

COMPUTER SCIENCE

Aug 2019 - May 2020

Experience

Redfin

San Francisco, CA

SOFTWARE DEVELOPMENT ENGINEERING INTERN

May 2022 - Aug 2022

- Developed a Redfin Agent Tools feature that reduces internal agent search times by 50% using ReactJS, Spring Boot, and PostgreSQL.
- Contributed to launching Redfin's most requested feature on iPad using Swift, UIKit, and SwiftUI.
- Designed and implemented a technical specification and API contract by collaborating with project managers and designers.
- Created unit tests with JUnit, end-to-end tests using Mockito, and performance dashboards with Grafana.

USC Institute for Creative Technologies

Playa Vista, CA

SOFTWARE ENGINEERING INTERN

Feb 2021 - May 2022

- Designed new OpenTutor admin features with a TypeScript ReactJS front-end, GraphQL back-end, and a NoSQL database to generate and export data in CSV, PDF, and other proprietary formats.
- Developed responsive bulk data editors with filters, regex searching, and cursor-based server-side pagination reducing lesson grading times by 30%.
- Prototyped and led development of a Node.js testing framework for mocking complex GraphQL calls for internal use in CI/CD pipeline.

USC Institute for Creative Technologies

Playa Vista, CA

REU INTERN

May 2020 - Aug 2020

- Worked on an open-source research project to scale up rapid authoring and training of dialog-based intelligent tutoring systems.
- Designed and implemented web-based mobile-first clients for OpenTutor system using ReactJS (with Redux) and Gatsby frameworks with MaterialUI components and GraphQL queries. Prototyped a mobile client with React Native for internal consumption.
- Developed full end-to-end tests utilizing Cypress, snapshot tests with Percy, and deployed onto AWS with Docker containers.

Kingdom Brick Supply LLC

Sunnyvale, CA

FOUNDER, COO

Jun 2015 - Present

- Developed business applications using a microservices architecture consisting of front-end clients written in Swift, Java, and React, REST APIs in Java and Go, and a persistence layer using relational databases, decreasing fulfillment times by 40% and reducing shipping errors by 80%.
- Troubleshooted and resolved integration issues with partner APIs and SDKs by working across companies (Apple, IPC Mobile) to integrate multi-platform applications supported by their software and hardware.
- Implemented OIDC and SAML SSO for authentication and SCIM for provisioning. Integrated RBAC using Go into company applications.

Projects

FindMyVaxSC

LEAD PROGRAMMER

Mar 2021 - Aug 2021

- Built a ReactJS web-app localized with i18n for accessibility, to enable eligible people, especially in under-served communities, to find access to a COVID-19 vaccine in the SF Bay Area by pooling data from healthcare providers, pharmacies, city-run programs, and state sites.
- Integrated with various websites via APIs and scraped appointment data with Selenium when APIs were not available. Implemented a Flask RESTful API with a PostgreSQL database to persist aggregated data. Deployed with Heroku and Google Cloud.

Skills

Languages	Java, C/C++, React, Go, Swift, Python	Deployment Env	AWS, Docker
Frameworks	REST, GraphQL, ReactJS, React Native, Gatsby, Jersey, JAX-RS, Hibernate	Methodologies	Agile, Scrum, Test Driven Development
Databases	MySQL, PostgreSQL, MongoDB	CI/CD	GitHub Actions, CircleCI
Testing	Cypress, JUnit, Percy, Detox, Selenium	Others	AWS(EC2, ELB, EB, S3, RDS, Lambda), TypeScript, Git, npm, Maven