

# Thadiel Zancoli

## Software Engineer

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## Education

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### Bachelor's Degree in Software Engineering

*University of California, Irvine, 3.7 GPA*

*September 2020 - June 2024*

## Experience

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### Software Developer

*Data Annotation*

*January 2025-Present*

- Evaluated and benchmarked multi-step agentic workflows by comparing reasoning paths, decision-making accuracy, and final outputs.
- Deployed trained models into staging and production environments with monitoring and logging.

### Software Developer

*Boundary Remote Sensing Systems*

*January 2024-October 2024*

- Mapped subsurface heavy metal pollutants utilizing NASA WorldWind, Cesium, ThreeJS, and Unreal Engine.
- Ensured stable migration of back-end algorithms with front-end interface using Express for NodeJS, HTML, TailwindCSS while following industry standards design heuristics.
- Implemented functionality for KML files to dynamically populate 3D globe visualization.
- Generated live 3D visualizations using the Plotly, NetCDF4, and SEG-Y APIs

## Projects

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### Redis-Inspired In-Memory Database | [Github](#) | *C++*

*July 2025 - September 2025*

- Built a high-performance key-value data store with support for multiple data structures, TCP client-server communication, and RESP protocol parsing.
- Implemented multi-replica propagation, publish-subscribe messaging, and geo-location commands.

### Laguna Beach Mobile Web Application | [Github](#) | *React, Expo, CSS, Firebase*

*Senior Design Project*

*September 2023 - March 2024*

- Partnered with the Laguna Ocean Foundation to design, iterate, and develop a web application to be used for informing users of best practices while visiting beaches and tidepools.
- Co-Lead Developer in charge of developing responsive Mobile Web Application which uses Google Maps API to give user information about Laguna Beach and connects to a back end Firebase database holding information about various marine life.
- Connect with NOAA API to give users up to date information about tide levels near them.

### Investigation of Classification Methods for Fashion-MNIST | *Python, R, Scikit-Learn*

*Machine Learning and Data Mining*

*January 2024 - March 2024*

- Investigated and compared efficiency and accuracy of K-Nearest Neighbors, Logistic Regression, Feedforward Neural Networks and Convolutional Neural Networks when tested on Fashion-MNIST dataset.
- Ran extensive training to find most important parameters as well as most efficient weights and biases for parameters.

### Web Crawler with Search Engine | [Github](#) | *Python*

*Information and Data Retrieval*

*March 2023 - June 2023*

- Developed web crawler which reads through a corpus of over 10,000 documents while following politeness for every domain.
- Developed search engine returns an accurate list of responses in less than 300 milliseconds using a page ranking algorithm.

## Technical Skills

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- Languages: Python, Java/JavaScript, C++, HTML, CSS, SQL
- Frameworks: React, Node JS, Express, Next JS, Expo
- Technologies and Tools: Git, UML, REST APIs, VS Code, Firebase
- Relevant Coursework: Machine Learning and Data Mining; Information and Data Retrieval; User Interaction Software; Software Design of Applications; Software Testing, Analysis, and Quality Assurance; Senior Design Project