Daniel Coyle

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EDUCATION

University of California Irvine — Graduated June 2025
Bachelor of Science in Computer Science — *Irvine, CA*

RELEVANT COURSEWORK

Programming Software Libraries, Data Structures, Software Engineering, Algorithms, Artificial Intelligence, Information Retrieval, Data Management, Machine Learning, Database Management, Computer Networks,
Awards: Dean's Honor List, Seal of Biliteracy in Chinese and Spanish

SKILLS

Languages: C, C++, Python, Java, JavaScript, HTML/CSS, MIPS Assembly
Libraries & Tools: Git, React, Node.js, SAX, Tomcat, Tkinter, Figma, AWS, Docker, Kubernetes, MySQL, SQL Server, Maven, jMeter, Vercel, jQuery, JDBC, Pandas, Scikit-learn

PROJECTS

League of Legends Rank Tracker — HTML, CSS, JavaScript (React.js), Python (Flask), Riot Games API

- Led a team of 4 developers to engineer a full-stack web application within 2 days during Irvine Hacks(Hackathon) at UCI, using React for the frontend and Flask for the backend.
- Led integration of the Riot Games API to track and display player rankings on a real-time leaderboard.
- Coordinated frontend and backend development efforts, ensuring seamless integration under tight deadlines.

Fabflix Movie Database Web App — HTML, CSS, JavaScript, Java, AWS, MySQL, Docker & Kubernetes

- Delivered over a 12-week development cycle (7,500 lines of code) building full-stack architecture on AWS EC2 with HTTPS/Tomcat, MySQL, JDBC, and GitHub version control.
- Authored a Java ETL pipeline (SAX parser) to ingest mains243.xml and casts124.xml, augmenting the database with 12,000 movies and 25,000 star-in-movie relationships.
- Implemented 20 medium-sized features: dynamic catalog of thousands of movies, cart checkout via sessions, full-text search & autocomplete backed by a Redis cache.
- Secured user flows with SHA256-hashed passwords, session management, bot detection using reCAPTCHA v2, and SQL injection mitigation via PreparedStatements.
- Conducted load testing with jMeter and boosted website throughput by 50% through MySQL connection pooling, replication, and Apache load balancing.
- Containerized services with Docker and orchestrated deployment on a Kubernetes cluster across multiple AWS instances for high availability and zero-downtime updates.

UCI Search Engine — React.js, Node.js, Python, Flask, OpenAI API

- Engineered and fine-tuned a search engine indexing 50,000+ UCI web pages, delivering 95% relevancy accuracy with query latencies consistently under 300 ms.

WORK EXPERIENCE

California Institute for Telecommunications and Information Technology — Mar 2024 – Jun 2024
Student Software Engineer — *Irvine, CA*

- Collaborated with a team of software engineers to design and develop a JavaScript/HTML web application, enabling users to locate nearby cooling centers using integrated geolocation services and interactive maps.
- Implemented a radius-based search functionality, allowing users to find cooling centers by distance, name, or current location, meeting project deadlines through effective team coordination.
- Designed a user-friendly interface delivering real-time weather updates and emergency cooling tips, incorporating weekly feedback from project sponsors to ensure alignment with requirements.

UCI Esports — Oct 2022 – Jun 2025
Scholarship Athlete — *Irvine, CA*

- Achieved a ranking in the top 90 out of millions of players in North America, placing in the top 0.01% globally.
- Participated in tournaments with prize pools exceeding $100,000, showcasing excellence in high-stakes environments.
- Exhibited leadership and teamwork, contributing to team prestige and representing a student body of over 50,000.
- Secured partnerships with Logitech, Rockstar, IBUYPOWER, NZXT, and Oakley.