Daniel Podgornyy
Software Engineer

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Education

University of North Texas, *Denton, TX*   08/2022 – 12/2025 (CURRENT)
- **Major** – *Computer Science B.S.*
- **Relevant Coursework** – *Software Engineering, Machine Learning, Programming Languages, Data Structures & Algorithms, Computer Architecture, Systems Programming, Fundamentals of Database Systems, Software Testing Fundamentals*
- ***Cumulative GPA*** – 3.698

Skills & Technologies

Programming Languages: Python, JavaScript, C++, C, Java, Bash
Technologies & Frameworks: Django, React.js, Express.js, Node.js, REST APIs, Git, MySQL, Postgres**,** Pytest, Jest, Junit 5

Professional Experience

Apex Capital Corp, *Fort Worth, TX* (**www.apexcapitalcorp.com**)   06/2024 – 07/2024
Software Engineering Intern | Java, SQL, Junit 5
Joined the leading freight factoring company where I refactored an older portion of the codebase involving invoices to allow for smoother implementation of a third-party OCR
- **Refactoring:** Refactored portions of the code to allow for testable solutions so that further refactors can be assured not to be broken
- **Testing:** Utilized nullability frameworks and sociable unit tests to allow for quick test results whenever any change is made
- **Optimizations:** Optimized the number of database calls being made resulting in an 80% drop in calls being made to the database for a class

University of North Texas, *Denton, TX*   09/2023 – CURRENT
Peer Mentor | C++, C
Hired by my university to mentor, support and explain various computer science concepts ranging from C++ basics to data structures and algorithms.

Projects

Atlas | React, Django, Vite, Three.js   *IN DEVELOPMENT*
A data visualization platform that translates live global data into a 3D visualization of the globe where each data point is mapped to the globe
- Designed a RESTful backend using Django-Rest-Framework that takes in data from a multitude of API sources and formatted them to fit the format of the data needed
- Extracted the data and mapped the location points onto a 3D globe to be visually represented to the user using Three.js

Multiroom Chat Application | Python, Tkinter, Sockets, Threads
A multiroom chat application with a custom HTTP server for anonymous communication with others.
- Designed a custom-built HTTP server with python sockets and threading to exchange data between the server and clients and to update messages for every client live without need for refreshing
- Utilized tkinter to handle the views between users using its framing scheme