Daniel DeFlores

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Education

University of Delaware – Bachelor of Science in Computer Science Expected May 2025

- GPA: 3.64/4.0

Projects

FoodFinder github.com/ddeflores/Food-Finder

- Engineered a scalable, full stack mobile application for tracking foods and fitness goals using Expo and React Native as the frontend and Firebase as the backend
- Created a binary classifier model with Python, TensorFlow, and Keras to categorize images as food or nonfood, achieving over 90% accuracy on validation data
- Implemented the OpenAI computer vision API to further classify food images and estimate calorie counts

Chirp github.com/eorev/Chirp

- Secured **2nd place** for best beginner category out of over 150 participants in the 2023 HenHacks Hackathon, hosted by the University of Delaware
- Built an interactive website using React and Vite to teach sorting algorithms to computer science students
- Published a functional product judged on implementation, design, and quality of concept in under 24 hours

Phishing Detection github.com/ddeflores/phishing

- Assembled and trained a convolutional neural network model to classify URLs as phishing or non-phishing using Python and Keras neural network library
- Achieved over 97% accuracy on training, validation, and testing datasets on a sample size of over 800,000 unique URLs
- Contributed to a research report comparing the effectiveness of convolutional neural networks against recurrent neural networks in URL classification

StudyBuddy github.com/ddeflores/StudyBuddy

- Architected a full stack native application using Expo and React Native, providing file storage and file sharing capabilities for students
- Configured Firebase for secure authentication and a database for users to read files from and write to
- Optimized performance by using a flat database structure to decrease overhead and expedite file reading and file sharing

Chess Game github.com/ddeflores/ChessGame

- Developed a chess game in Java, using object-oriented programming to instantiate the game board and pieces
- Designed and implemented a responsive chess board GUI using Java Swing, enabling users to move pieces
- Integrated traditional chess rules for each piece through matrix computations, allowing users to play against opponents

Experience

Server, Perks Cafe – Point Pleasant Beach, NJ June 2020 – Present

- Delivered exceptional customer service in a fast-paced environment while maintaining organization
- Instructed new employees in daily tasks and developing of interpersonal skills

Skills

Languages: TypeScript, Python, JavaScript, Python, Java, HTML, CSS

Technologies: Git, React, React Native, Expo, Firebase, TensorFlow, Keras