

Daniel Villavicencio

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Technical Skills

Programming Languages: Java, Python, C#, Go, Javascript, Typescript

Frameworks/Libraries: Spring Boot, Svelte, PostgreSQL, MySQL, Redis, Firestore

Developer Tools: Git, Docker, Nginx, Gitlab Pipelines, Github Actions, AWS, GCP

Experience

Software Engineer I

June 2022 – October 2023

UNFI

Minneapolis, MI

- Contributed to the development of distributed software systems powering web applications used by over 40,000 daily users
- Designed and implemented high-performance REST APIs for the myUNFI claims management application, reducing claims-processing time from months to under 24 hours
- Collaborated with cross-functional teams to modernize and retire legacy applications, successfully migrating 25% of existing systems to the new myUNFI B2C application
- Developed and tested a multi-language Elasticsearch index for French-Canadian products, expanding the accessibility of the myUNFI shopping web application

Projects

RivenBot | *Go, React, PostgreSQL, RabbitMQ, Grafana, Docker*

September 2023 - Present

- RivenBot is a microservices-based Discord bot providing analytics, insights, and role management for Destiny 2 raid completions
- Managed a suite of asynchronous, scalable services, utilizing RabbitMQ for inter-service communication and Docker Swarm for container orchestration
- Deployed on a self-hosted miniPC, handling networking, database management, and microservices infrastructure to minimize operational costs

GSMT (Go Schema Management Tool) | *Go, PostgreSQL*

June 2025 - Present

- Designed and implemented GSMT, a Go-based schema migration tool that embeds SQL migrations directly into application binaries for seamless deployment.
- Built a metadata store to record applied migrations, with support for managing schema changes and data changes
- Current support includes PostgreSQL (with dialect abstraction), and the architecture is structured to extend to other SQL dialects

Protheon, Modular Mind | *Go, RabbitMQ, Docker, TCP Sockets*

October 2025 -
Present

- Built Protheon, a distributed Go system that schedules and dispatches tasks across clusters of machines, handling reliability and scaling concerns.
- Designed a modular architecture with worker registration and inter-node communication

Education

Bachelors of Science, Computer Science

California State University, Sacramento

December 2022

Sacramento, CA

- GPA: 3.77/4.00 | Dean's Honor Roll List