Daniel Koceja

SOFTWARE ENGINEER · COMPUTER SCIENCE AND MATHEMATICS MAJOR · UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL

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Education

The University of North Carolina at Chapel Hill — *Chapel Hill, North Carolina*
B.S. IN COMPUTER SCIENCE AND MATHEMATICS — *Aug. 2018 - May. 2022*
- GPA: 3.8/4.0

Work Experience

Amazon.com, Inc. — *Seattle, Washington*
SOFTWARE DEVELOPMENT ENGINEER INTERN — *Jun. 2020 - Sept. 2020*
- Fully designed and implemented a management website for the Secure AI Sandbox, a main goal in the teams 3-year plan
- Allowed users to set up an entire sandbox in one click, decreasing setup time from minutes to a few seconds
- Implemented a fluid UI with dynamic components and API calls with AWS S3, CloudFront, CloudFormation, Lambda and pipelines
- Created a team UI component library for shared components and easy of integration for future UIs.
- Integrated authentication to limit access to select users to improve security
- Designed a login system to be used across all the companies UIs, leading to faster development and a centralized hub for customers
- Gave multiple presentations to customers explaining the benefits of the product

Mozilla Builders Open Lab — *Remote*
PROJECT LEAD — *Spring 2020*
- Architected and developed a full stack of an AI stylist web app for an early stage startup
- Created an API for modular development for a machine learning developers, significantly increasing productivity
- Managed and setup all frameworks and deployments during development
- Received mentorship from successful startup founders across the globe in small peer groups

The University of North Carolina at Chapel Hill — *Chapel Hill, North Carolina*
UNDERGRADUATE TEACHING ASSISTANT — *Aug. 2019 - Present*
- Undergraduate teaching assistant for automata theory and object oriented programming courses
- Explained challenging course topics to students in intermediate level computer science courses
- Assisted the most students out of a team of nearly 40 assistants, logging 22% more hours than the next highest TA

Projects

GameRoom — *2020*
- A social media platform for people to find friends based on similar interests to play their desired games with.
- Handled all front-end development in React and used GraphQL for back-end integration.
- Used web-sockets to create a responsive chat-room for users' groups.
- Assisted in some back-end development and design to increase time complexity and create the chat-room.

Mortgage Approval Predictor — *2020*
- First place in the Carolina Data Challenge 2020.
- A full-stack web application that uses a Machine Learning model to predict if a user will get their mortgage approved.
- Created the front-end UI with dynamic page loading and aesthetic layout.
- Integrated the website with a trained Machine learning model API back-end.

Snake — *2020*
- Developed a replica of the classic Snake game from scratch (without a game engine)
- Uses a Nodejs server and http cookies to keep long-term highscores for each individual users without use of a potentially expensive database

Dynamic Hand Recognition Drawing Program — *2019*
- Allows users to draw an image in air using hand gestures and motions object detection through a convolutional neural network
- Handles image input from the default camera and performs image manipulation for optimized performance

Skills

Languages: Java, Javascript/Typescript, Python, Go, C/C++

Tools: AWS, React, Nodejs, Express, GraphQL, MongoDB, Flask, Django, REST, Ajax, Tensorflow

Fields: Full-stack Development, Back-end Development, Distributed Systems, Machine Learning