Daniel Koceja

Software Engineer · Computer Science and Mathematics Major · University of North Carolina at Chapel Hill

(910) 723-0638 | dkoceja@live.unc.edu | www.danielkoceja.com | koceja | koceja

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

Jeopardy! Trainer Web App — *2020*

- A React-based web application that displays a random Jeopardy questions from a Jeopardy API
- Handles insecure data by redirection to host servers, giving users a secure connection despite using an insecure API
- Allows users to check their answers and tally up points based on their historical point value for correct answers

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

Sales Trend Analysis and Prediction — *2019*

- Received 2nd place at the Carolina Data Challenge
- Implemented a regression machine learning tool to predict the future sales of an item in variable conditions
- Analyzed and organized data to find trends and correlations in data that can be used to improve sale of a product

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