Daniel Aguilar

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Programming Languages: JavaScript, TypeScript, C++, Python
Frameworks and Libraries: React, Express, Next.js, Node.js, PyTorch, OpenCV, Tensorflow, Keras
Technologies: Git, AWS (S3, SQS), Firebase, Vercel, Docker

EDUCATION

Long Beach City College **December 2025**

- Associate's Degree, Computer Science (3.9 GPA)
- Will be completing Bachelor's Degree following the completion of my Associate's degree

WORK EXPERIENCE

NutriSearch **March 2022 - June 2022**

Software Engineer Intern Long Beach, CA

- Created a barcode-scanner integration and validator for REST API queries to a sharded database cluster
- Developed a service to process nutrition label information from over 450 thousand branded food items
- Added performance insights for component render times, JavaScript execution, and potential bottlenecks

PROJECTS

Atmos | GitHub Repo | React, TypeScript, AWS (S3, SQS), Express **2024**

- Created a cloud hosting service for verifying, building, and deploying React apps from GitHub repositories
- Utilized AWS SQS to manage deployment queues and direct worker processes on the deployment server
- Developed a deployment service to build apps into static files and upload them into an AWS S3 bucket
- Implemented a request manager to return static files to the user on request from S3 and cache frequent files

Tiny SSR | GitHub Repo | React, TypeScript **2024**

- Developed a lightweight, 5.1 kB, server-side rendering framework for creating simple SSR React apps
- Achieved server-side data fetching by adding support for server props, resulting in dynamic content rendering
- Implemented client routing through a custom routing and link system, allowing for dynamic routes with SSR
- Created a modular testing system using Jest, allowing features to be tested both individually and as a system

CV Security Facial Recognition | GitHub Repo | Python, OpenCV, TensorFlow, Keras **2023**

- Built a security clearance facial recognition system from scratch using deep learning and computer vision
- Designed a script to collect 7000 frames of various faces at different angles, resulting in 2GB of training data
- Used 2D-CNNs to recognize face frames, achieving a training and testing accuracy of 97.4% and 99.3%
- Final model has high precision, recall, and F1 score, and is lightweight enough to run and identify in real-time

Console Messanger | GitHub Repo | C++ **2023**

- Developed a headless messaging application using a client-server architecture and custom networking
- Achieved support for up to 25 concurrent connections to a single server by implementing multithreading
- Implemented user authentication by verifying time-sensitive, user-unique, tokens on the server side
- Added support for dynamic room creation, allowing users to create and join custom self-hosted chat rooms

LEADERSHIP EXPERIENCE

Latinos in Computer Science **2022**

- Organized weekly group meetings and presented information and resources on opportunities available for members through the Society of Hispanic Professional Engineers (SHPE)