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Daniel **Mironiuk**

New York, NY | 845.499.4070 | softwarebydanielmironiuk@gmail.com

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

BS in Software Engineering
May 2023 | Rochester, NY
College of Computing and Information Sciences
Cum Laude
Cum. GPA: 3.41 / 4.0

SUFFERN HIGH SCHOOL

June 2018 | Suffern, NY
Cum. GPA: 3.63 / 4.0

CERTIFICATIONS

AWS CERTIFIED DEVELOPER ASSOCIATE • DVA-C02

Received. June 2023

SKILLS

PROGRAMMING

Python • C# • JavaScript • Java • Go • Rust • C
PostgreSQL • AWS • MongoDB • CSS

FRAMEWORKS

ReactJS • NodeJs • MaterialUI • Jest • .NET
xUnit • Django • Flask • PyTest • Bootstrap
Yew • Testify • JUnit

ADDITIONAL SKILLS

Full Stack • OOP • Git • Zsh • Atlassian
Unit Testing • Docker DevOps • Structural &
Behavioral Diagramming • Machine Learning

COURSEWORK

UNDERGRADUATE

Principles of Data Management
Intro to Artificial Intelligence
Web Engineering
Engineering Secure Software
Software System Reqs and Architecture
Human Centered Reqs and Design
Analysis of Algorithms
Software Testing
Engineering of Software Subsystems
Computer Science I/II
Personal Software Engineering
Software Process and Project Management

LINKS

Website:// softwarebydanielmironiuk.com
Github:// dnnysoftware
LinkedIn:// daniel-mironiuk

EXPERIENCE

FOUNDRY DIGITAL | Innovation Fellows Engineering Intern

May 2022 - August 2022 | Rochester, NY

- Developed a cutting-edge Rust-based web app utilizing the Yew framework. The app polls IoT data from the helium network through the helium SDK which collected GPS data from our Raspberry pi 4 and displayed the location of the LoRaWAN module.
- Configured long polling and returns updated locations every 5 minutes 92% of the time in internet accessible areas.
- Tools: Rust, Yew framework, MongoDB, React, Bootstrap, Raspberry pi 4

SANDSTONE TECHNOLOGIES | Software Engineering Intern

May 2021 – May 2022 | Rochester, NY

- Developed an in-house web app which focused on encoding and testing fiber optic transceivers to provide a centralized and faster solution in processing such transceivers for distribution.
- Processing time for encoding, testing, and printing labels for the transceivers was roughly 30% ± %5 faster.
- Tools: ASP.NET Core Razor Pages, xUnit, C#, JavaScript, CSS, Bootstrap, JQuery, Selenium, MongoDB, PuTTY, LibUsbDotNet

ACCESS ASL | Software Backend Engineer

March 2019 – July 2019 | Rochester, NY

- Developed data aggregation side of the backend with RB Binary Tree in order to organize Vector3 coordinates for specific hand animation models. This effort was for a sign language education start-up company that was supported by NTID president Gerard J. Buckley of RIT.
- Tools: Unity, C#, Blender (Vector3)

CLUBS & RESEARCH

SOCIETY OF SOFTWARE ENGINEERS | Mentor

April 2019 – May 2023

- Organization by software engineers for software engineers where I mentored students as well as assisted in organizing networking events and development projects.

TEDXRIT | Marketing & Content Director

September 2019 – May 2021

- The marketing manager and lead content creator for the TEDx program at RIT which had the Blockchain theme for that year.

PROJECTS

DUBIN'S CAR PARKING SIMULATION March 2023 – May 2023

- Used reinforcement learning with genetics algorithms to train a simulated car to go to a specific parking spot on a 2D plane using Python, matplotlib, and numpy.

LANGUAGE TRANSLATOR WEB APP January 2023 – March 2023

- Created my own Google translator web app using React, Django, MaterialUI with the gTTS, pocketsphinx, and googletrans libraries.

SECURITY CAMERA AI October 2022 – November 2022

- Created my own object detection and classification algorithm to identify humans on the plane then begins recording frames. After uploads them to AWS S3 and you can view your videos delivered by the AWS CloudFront CDN in a Django web app.