Daniel Tymecki

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Professional Summary

Dynamic Full Stack Software Engineer with extensive expertise in web development, cloud architecture, and real-time event-driven systems. Proficient in Python, Angular, React, Node.js, and AWS, with a track record of delivering innovative solutions to complex challenges. Developed a reputation for combining technical prowess with a passion for problem-solving to drive transformative outcomes in high-pressure environments.

Work Experience

Millennium - Full Stack Software Engineer

January 2023 - Present   *Miami, FL*

- Spearheaded the development of Millennium's cutting-edge portfolio management cloud-based tooling suite as a Tech Lead by orchestrating collaboration with front/back-end developers.
- Provided dedicated support to quantitative risk, senior management, and portfolio management teams, refining operational workflows and enhancing user experience.
- Innovated and crafted dynamic front-end applications crucial to millions of global users, leveraging Angular TS 16 to deliver capable and intuitive user interfaces.
- Championed Agile methodologies, fostering a culture of continuous improvement and delivering high-quality software solutions on time and within budget.

L3Harris - Sr. Associate Software Engineer Level II

November 2021 - January 2023   *Palm Bay, FL*

- Promoted to lead an integrated product team of engineers to develop a cloud-based platform for autonomous antenna requisitioning to service missions from several clients.
- Advised a team of senior systems engineers on software practices and microservice-oriented systems design for a 200M software redesign effort.
- Architected and developed a configurable, multi-threaded, Python-based simulation engine microservice, winning a key business pursuit valued at over 500M.
- Led training initiative to coach new team members and help them produce high-quality code and use modern software tooling such as Git, VS Code, and Docker.
- Acted as lead panel interviewer for several hiring interviews and aided in numerous hiring decisions by providing valuable feedback and expertise on candidate efficacy as a software engineer.

L3Harris - Associate Software Engineer Level I

January 2020 - November 2021   *Palm Bay, FL*

- Hired as a full-stack engineer to aid in creating a cloud-based, mission integration distributed system including developing microservices needed to plan, service, schedule, and execute space missions.
- Collaborated with astrophysicists to develop faster-than-realtime C++ flight software for satellites.
- Developed a server-side caching system in Javascript that reduced user load times by 24% and built and designed Astro UX-compliant React components for the customer-facing web UI.
- Ushered in new project-wide testing guidelines and requirements, improving overall project code quality and increasing code coverage by 33%.

University of Florida - Computer Science Teaching Assistant

August 2018 - December 2019   *Gainesville, FL*
- ● Contributed to curriculum development for teaching fundamental computer science and programming concepts within the Herbert Wertheim College of Engineering.
- ● Designed and implemented educational assignments utilizing diverse programming languages and frameworks, including C++, Java, and Python, to enhance student comprehension and practical skills.

Education

University of Florida, Herbert Wertheim College of Engineering   *Gainesville, FL*
B.S.E Computer Science Engineering with a Minor in Entrepreneurship   *July 2016 - December 2019*

Skills

Languages: Python, C++, Java, C#, Javascript, Typescript, HTML, CSS
Databases: Postgres, SQL, MongoDB

Frameworks: Flask/Falcon, Angular, React, OpenAPI, Node.js, Kafka, RabbitMQ
Tooling: Linux, Git, Docker, Kubernetes, AWS, Jenkins, VS Code, Atlassian Developer Suite