

Daniel "Ludo" DeAnda

Software Engineer, UI/UX Designer, Educator I enable interaction.

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Education

B.S. in Computer Science, The University of Texas at Dallas, awarded on 2023-05-15 Graduated *summa cum laude* (GPA: 3.99) with **major honors** (CS^2) and **university honors** (Collegium V)

Skills

UI/UX Design: JavaScript (JS), TypeScript, jQuery, Node.js, React, Next.js, Figma, Inkscape, and more Development: Java, Kotlin, Python, C++, C, Regular Expressions, REST APIs, Git, GitHub, Jira, and more Data and Research: SQL, MySQL, PostgreSQL, ERDs, LaTeX, AI/ML Theory, Ethics of AI/ML, and more Infrastructure: Terminal (BASH), SSH, WSL, Amazon Web Services (AWS), Vercel, Serverless, and more Documentation: Confluence, Notion, Google Workspace, Microsoft 365, Microsoft Visio, UML, and more Qualitative: Teaching, Communication, Pair Programming, Problem Solving, Debugging, Testing, and more

Experience

Head of Software Engineering Education @ CodeDay, 2024-12 to Present (Remote, Seattle, Washington)

- Manage a team of consulting software engineers who help students become open-source contributors
- Develop criteria, interview, and hire candidates for the team in collaboration with CodeDay executives
- Train new and existing team members in educational pedagogy informed by data and student feedback
- Counsel students and team members on the benefits and drawbacks inherent in the use of **AI tools like GPTs**

Consulting Software Engineer @ CodeDay, 2023-10 to Present (Remote, Seattle, Washington)

- Help students develop and submit scores of contributions to over a dozen open-source projects
- Quickly identify the root causes of hundreds of novel problems that students are unable to solve on their own
- Teach students of all skill levels about syntax, semantics, paradigms, development tools, and technical writing
- Lead Front-End Engineer @ Nebula Labs, 2023-01 to 2023-05 (Richardson, Texas)
- Architected an account and identity access management system alongside three senior executives
- Iteratively designed UIs for two front-end microservices in Figma and implemented one of them in Next.js

• Performed two cost-benefit analyses concerning a single sign-on (SSO) solution and the use of a monorepo

- Software Engineering Intern @ Cvent, Inc., 2022-06 to 2022-08 (Remote, Dallas, Texas)
- Wrote three REST API endpoints in Java that process complex user data, authored more than 20 unit tests, integration tests, and automation tests for them; executed CI/CD deployments for them; and smoke tested them
- Reduced technical debt by investigating issues with several existing integration tests and presenting findings
- Improved internal documentation by correcting outdated information and creating new diagrams and resources

Software Engineering Intern @ Onfleet, Inc., 2021-05 to 2021-08 (Remote, San Francisco, California)

• Fixed a bug in a software-as-a-service (SaaS) web app that caused phone numbers to be displayed incorrectly

• Migrated a complex Single-Page Application (SPA) from Angular.js to React and added dozens of unit tests Computer Science Researcher @ The University of Texas at Dallas, 2020-05 to 2020-09 (Richardson, Texas)

• Analyzed a 3.7 million-edge network constructed from university enrollment data to identify a minimally-disruptive yet effective strategy for minimizing COVID-19 transmission rates alongside six peers and an honors professor.

Honors and Certifications

- AWS Cloud Solutions Architect Specialization Certificate from Coursera (official certification from AWS pending)
- National Merit Scholar and Valedictorian of Homestead High School in Cupertino, California
- Seal of Biliteracy in Spanish from the State of California
- Six-Time Award Recipient at CodeDay Hackathons (Best in Show, Best Game, and Special Awards for Design)

Projects and More

Additional information about my decade of programming experience is available at **danieldeanda.com**.