

# Daniel Coyle

Irvine, California



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XiaoDanny



xiaodanny.dev

## EDUCATION

**University of California, Irvine**

Graduated June 2025

*Bachelor of Science in Computer Science*

*Irvine, CA*

## RELEVANT COURSEWORK

Programming with Software Libraries, Data Structures, Software Engineering, Algorithms, Artificial Intelligence, Information Retrieval, Data Management, Machine Learning, Database Management, Computer Networks

**Awards:** Dean's Honor List

## SKILLS

**Programming Languages:** Python, JavaScript, C, C++, Java, SQL, TypeScript HTML/CSS

**Libraries & Tools:** Git, React, Node.js, AWS, Docker, Ruby on Rails, Kubernetes, Vercel, Tailwind, PyTorch

## EXPERIENCE

**UCI Department of Computer Science**

Sep 2024 – Dec 2024

*Student Software Engineer*

*Irvine, CA*

- Engineered a web full-stack application to manage and browse a large catalog of media content efficiently.
- Optimized full-stack architecture on AWS EC2 (7,500 LOC, 12-week cycle), enabling scalable web infrastructure.
- Authored Java ETL pipeline (SAX parser), adding 12,000 movies and 25,000 star-movie relations.
- Implemented dynamic catalog, session cart, and full-text search with Redis, improving UX and search speed.
- Secured user flows with SHA256-hashed passwords, session management, reCAPTCHA v2, and PreparedStatements.
- Boosted website throughput by 50% via jMeter testing, MySQL pooling/replication, and Apache load balancing.
- Containerized with Docker and deployed via Kubernetes across AWS instances, ensuring high availability.

**California Institute for Telecommunications and Information Technology**

Mar 2024 – Jun 2024

*Internship*

*Irvine, CA*

- Built a full-stack web application using React, JavaScript and HTML/CSS to help users locate nearby cooling centers.
- Increased successful location matches by ~50% through radius-based search and client-side filtering by distance, name, or current location.
- Reduced average page load time by ~25% via client-side performance optimizations while iterating on UI accessibility in collaboration with project sponsors.

**UCI Esports**

Oct 2022 – Jun 2025

*Scholarship Athlete*

*Irvine, CA*

- Ranked top 90/15,000,000 NA players (0.01% globally) through discipline, perseverance, and self-growth.
- Achieved top placements in \$100,000+ tournaments by adapting to high-stress situations and focusing on clear communication with the team. Functioned as an in-game leader and main shotcaller of the team
- Secured sponsorships with Logitech, Rockstar, IBUYPOWER, NZXT, and Oakley by performing at a top level.

## PROJECTS

**Explorer** — JavaScript, React, Node.js, Express.js, Expo, MySQL, EJS

- Designed a cross-platform web and mobile app that automatically tracks and visualizes users' travel history by marking visited locations, enabling users to explore journeys over time.
- Processes 30,000 location datapoints on the server side, enabling near-instant loading of user histories.
- Implemented reusable React UI components and performance optimizations for smooth rendering on iOS devices.

**Rank Tracker** — HTML, CSS, JavaScript (React.js), Python (Flask), Riot Games API, SQLite

- Led a team of 4 to construct a full-stack web app in 2 days at Irvine Hacks using React and Flask, delivering a functional real-time leaderboard.
- Integrated the Riot Games API to track and display player rankings, providing instant performance insights for users.
- Fostered community by enabling users to create personalized leaderboards and invite friends, increasing social engagement.

## ADDITIONAL

**Languages:** English (Fluent), Chinese (Speaking Proficiency), Spanish (Intermediate), Korean (Beginner)

**Other:** SAX, Tomcat, Tkinter, Figma, Maven, jMeter, jQuery, JDBC, Pandas, MySQL, SQLite, Redis, Flask, Express.js, Expo, Apache