

Daniel Huinda

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EDUCATION

Washington University in St. Louis | Aug 2023 – May 2027
B.S. in Computer Science | St. Louis, MO

- **Coursework:** Data Structures and Algorithms, Object-Oriented Software Development (C++), Computer Engineering, Computer Design (Architecture), System Software, Artificial Intelligence

EXPERIENCE

Software Engineering Intern | June 2026 – Present
Mastercard — Payment Networks | St. Louis, MO

- Cut runtime of a high-throughput chip validation service by 40% by building an agentic language-migration workflow, focusing on debugging and performance of production validation software in stage environments.

Software Engineering Intern | May 2025 – May 2026
The Boeing Company — F/A-18E/F Mission Systems | St. Louis, MO

- Performed static analysis and remediated 300+ security findings in a multi-million-line C++ Mission Systems codebase, cutting high-severity defects by over 50% on mission-critical software.
- Debugged CI/CD pipelines to reduce compilation failures on delivered Mission Systems software and keep customer releases on schedule.

Product Development Intern | Dec 2024 – Present
James M. McKelvey Laboratory | St. Louis, MO

- Develop C++ and Python control systems that integrate PLCs and industrial prototype manufacturing lines, building and testing hardware for a first-of-its-kind biodegradable product.

Teaching Assistant | Aug 2024 – May 2025
Washington University in St. Louis | St. Louis, MO

- Taught, graded, and held office hours for Object-Oriented Software Development in C++ and Introduction to Computer Science, with emphasis on debugging and implementation.

Technical Director and Chief Software Engineer | June 2024 – Present
Washington University Robotics — Rover Team | St. Louis, MO

- Lead onboard software across five teams on a University Rover Challenge (URC) rover, covering path planning, perception, and low-level hardware integration; train 40+ members in Git, integration, and code review.

PROJECTS

MahJoin — In-Person Mahjong Social App | *TypeScript, React Native, Node.js, MongoDB* | 2026

- Built an in-person iOS Mah Jongg event listings platform, featuring tables, waitlists, map discovery, clubs, and AI-powered event drafts for a client's mahjong app. Integrated Stripe Connect payouts, web sockets, on-device content filtering for a full App Store Release.
- Delivered the App Store release as the client's engineer, orchestrating AI agents to implement, debug, and validate features at a one-person pace.

Escra — Blockchain Escrow Payments for Freelancers | *Python, React, MongoDB, Solana* | 2025

- Built a freelancer escrow backend so funds release only when payment and delivery conditions are met; presented at Hack Midwest 2025.

KitchenStack — Version Control for Recipes | *React, MongoDB, Google Gemini API* | 2026

- Developed a Git-inspired recipe version-control app and integrated Remy, an AI assistant, to generate recipe iterations; presented at the 2026 GDG WashU Hackathon.

TECHNICAL SKILLS

Languages: C++, C, Python, TypeScript, JavaScript, SystemVerilog, x86 Assembly, RISC-V, C#, Java, SQL

Software and Systems: React Native, Expo, Node.js, Express, MongoDB, Firebase, Stripe, Linux, Git, CI/CD, FPGAs

Areas: Full-Stack Product Development, Mobile Apps, Embedded Systems, Debugging, Performance, Robotics