

Daniel Weninger

Software Engineer

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Work Experience

Developer Intern

Trane Technologies

Nov 2020 – Aug 2023

- Developed and integrated production-level web applications using Angular and C#/.NET
- Incorporated Nintex into process management system, enhancing internal automation
- Streamlined national account bidding and ordering process using SharePoint, improving efficiency
- Implemented agile methodologies using Scrum, Jira, and team collaboration
- Nominated for award in outstanding service and commitment to customer satisfaction

Graduate Research Assistant

University of Wisconsin - La Crosse

Jan 2022 – May 2022

- Engineered efficient Python scripts for automated swarm research simulations
- Enhanced existing C-based swarm research software
- Conducted and analyzed large quantities of data-driven simulations
- Presented regular research insights to professor

Projects

E-Commerce Website for Tabletop Games

Nov 2023 – Mar 2024

- Developed e-commerce platform using the MERN stack
- Implemented full-stack applications for administration and customer-facing browsing and ordering
- Incorporated advanced features such as user authentication and secure access authorization
- Employed Redux and responsive design

Portfolio and Blog Website

Aug 2023 – Sep 2023

- Created Django site featuring personal projects, programming blog posts, and ongoing learning resources
- Deployed on Digital Ocean Droplet with personal domain using nginx and supervisorctl on Ubuntu
- Leveraged blog for continuous learning, tutorials, and supporting open-source programming community

Master's Capstone Project

Sep 2022 - May 2023

- Developed PAMEx, an SELinux-like security policy compiler and tool suite using C, Lex, and Yacc
- Designed policy language and output format for the new security policy using Lex and Yacc
- Designed and developed the policy output interpreter, file labeler, PAM module, and oracle tool in C
- Followed agile programming methodology using Scrum framework
- Presented informational findings as a public lecture

FrontDash food delivery web app | Color Clues board game web app | Minesweeper image recognition AI | Beginner Python projects collection | Cybersecurity projects collection | BlockFlip Android game

Education

University of Wisconsin – La Crosse

Master of Science and Engineering in Software Engineering

May 2023

Bachelor of Science in Computer Science

May 2022 | GPA 3.68

Skills

Programming: Python (Django), JavaScript (NodeJS, ReactJS, ExpressJS, jQuery), TypeScript (Angular), C#/.NET, PHP (Laravel), SQL (MySQL, SQLite), MongoDB, HTML, CSS, C, Java, Kotlin, Godot

Software: Linux, GitHub, Visual Studio Code, Jira, Postman, SharePoint, Nintex, Wireshark, Docker