

Daniel Chelala

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EDUCATION

City University of New York, College of Staten Island

Master of Science, *Computer Science: Artificial Intelligence and Data Analytics*

Expected May 2027

Bachelor of Science, *Computer Science* — GPA: 3.80; Magna Cum Laude

Jan 2026

Bachelor of Science, *Biology: Health Science* — GPA: 3.73; Cum Laude

Jan 2022

Relevant Coursework: Machine Learning, Artificial Intelligence, Data Structures, Algorithms, Software Engineering, Database Systems

RELEVANT EXPERIENCE

Software Engineer (Founding Team), **Otopair (Startup)**

Remote (Staten Island, NY) | Nov 2025 – Present

- Building an on-demand car repair platform — a consumer mobile app (React Native) and a web-based shop management dashboard (React/TypeScript) — for a startup connecting users with verified mechanics, powered by Convex and Clerk
- Implementing core mobile screens in React Native/TypeScript (onboarding, payments, rewards, activity, settings), with form validation, smooth transitions, and Zustand state management
- Developing the shop dashboard with dynamic booking management (real-time accept/reject flows), a mechanic invitation system using Clerk and Resend, a custom drag-and-drop calendar for scheduling bookings, and a walk-in job creation feature with mechanic assignment

Research Assistant, **Research Foundation CUNY**

Staten Island, NY | Sept 2025 – Present

- Developing and evaluating a BERT-based LLM in PyTorch to detect tandem repeats in DNA sequences, training on the CUNY HPC cluster (SLURM) with custom tokenization pipelines for genomic data
- Engineering data preprocessing and evaluation pipelines using Pandas, NumPy, and scikit-learn (F1, MCC, precision/recall) on FASTA-parsed genomic datasets

Computer Science Tutor, **College of Staten Island**

Staten Island, NY | Sept 2025 – Present

- Providing one-on-one and classroom instruction in C++, Python, AI, and Computer Architecture, teaching concepts from the ground up and guiding students through debugging and problem solving

PROJECTS

Language-Learning App

In Progress

- Full-stack development building on AnkiDroid's open-source codebase, with frontend in Kotlin and XML layouts, backend SQLite database management, and integration of OpenAI's Realtime API (real-time streaming LLM interactions), speech-to-text, and text-to-speech APIs
- A collaborative group project designed to help users practice language skills with an LLM through adaptive learning that adjusts to their proficiency level

UVC Scavenger Game

May 2025

- Developed a 2D puzzle game in Unity/C#, incorporating riddles, sequence challenges, and layered logic puzzles with progressive difficulty
- Designed intuitive UI, thematic storytelling, and game state management for an immersive gameplay experience

Kitty Galore

Apr 2024

- Built and deployed a solo web application in HTML, CSS, and JavaScript that fetches and displays cat images via REST API, with user-configurable tags, text overlays, font styles, and image filters

WORK EXPERIENCE

Receptionist, **Four Fitness Hamilton Park**

Jersey City, NJ | Oct 2023 – July 2025

- Managed front-desk operations as the first point of contact, handling member inquiries, promoting memberships, and maintaining facility standards

ASSOCIATIONS

Clubs: CSI Computer Science Club, CSI Women in Technology Club

SKILLS

Programming & Markup Languages: C++, C#, Python, Java, Kotlin, R, SQL, Bash, HTML/CSS, JavaScript, TypeScript, XML

Data Science & Machine Learning: PyTorch, NumPy, Pandas, scikit-learn

Methodologies: Agile, SDLC, CI/CD, Security Principles

Technologies: Git, GitHub, React Native, Expo, Clerk, Convex, Zustand, REST APIs, Linux, SLURM, Docker, VMware

Certificates: CompTIA PenTest+ (PT0-002) (Dec 2024)