DANIEL ANDRE GRIJALVA

Software Engineer | Full-Stack, Embedded Systems, and Automation
linkedin.com/in/daniel-grijalva | github.com/DanielAndi | portfolio-website-jk9m.vercel.app | danielgrijalva374@gmail.com | 623-292-0433

EDUCATION

Grand Canyon University (GCU) | B.S. in Software Engineering
GPA: 3.5 | Graduated: April 2026

TECHNICAL SKILLS

LANGUAGES: Python, C#, C, SQL, JavaScript/TypeScript | COURSEWORK: Java, C++
WEB/BACKEND: REST APIs, role-based access control, full-stack web apps
CLOUD/DEVOPS: AWS (Lambda, DynamoDB, Cognito, EventBridge, SAM), Supabase, Vercel, GitHub Actions, CI/CD, Docker, systemd
TOOLS: Git, Linux, PostgreSQL, SQLite, Flutter, Unity
TESTING: Automated unit and integration tests (pytest, Flutter test, C tests, Unity Test Framework edit and play mode); end-to-end testing on real hardware
CONCEPTS: SDLC, agentic workflow automation, parallel agent task orchestration, distributed systems (device-to-cloud sync)

EXPERIENCE

TUHSD | IT Intern | Unity VR Development — May 2026–Present

- Converted instructional lesson plans into tracked user stories, functional and nonfunctional requirements, and incremental development milestones.
- Applied agentic development workflows to develop Unity VR learning experiences intended for Westview High School's lab.

PROJECTS

PhytoPi Plant Health Monitor and Automation — C, Python, SQLite, Supabase, Flutter, Docker

- Designed the software and hardware architecture of a Raspberry Pi plant-monitoring and control system for a two-person capstone and implemented all of its software; my teammate built the hardware.
- Built GitHub Actions CI/CD that ran pytest and C tests on every push and automatically updated the Pi from main, rebuilding and restarting the C controller and Flutter UI as systemd services; introduced Docker so Pi, Linux and macOS environments matched.
- Wrote the C controller that stores sensor readings in SQLite and syncs with Supabase, so settings changed in kiosk, mobile and web interfaces control lighting, ventilation and watering.
- Tested with pytest and Flutter test and on the full sensor-to-interface loop on real hardware; presented the project at Capstone Showcase.

The Vanishing of Bramblewild — Unity, C#, Dreamscape DDK

- Translated a six-scene evidence-literacy lesson into an interactive Unity experience with AI-assisted development, narration, UI, and student-choice gates.
- Wrote Unity Test Framework edit-mode and play-mode tests; delivered a Scenes 0–1 desktop demo to stakeholders; coordinated Dreamscape DDK setup and project migration.
- Presented the first in-lab demo to stakeholders with positive feedback; release planned for January 2027.

Continuity Hub · AWS Cloudathon 2026 — AWS SAM, Lambda, DynamoDB, Cognito, Amazon Connect, React

- Built and deployed a functional prototype of my four-person team's idea by myself in three days: a serverless patient-callback system for a Maricopa County health center, with three Lambda functions, DynamoDB, a Cognito-secured HTTP API and EventBridge.
- Set up an Amazon Connect call center with automated voice and keypad prompts wired to Lambda, plus a React/TypeScript staff web app; wrote a Python smoke test and a Connect integration test.

CreatorOS Gameplay Video Pipeline — Python, FFmpeg, YAML

- Designed, implemented, integrated, and tested (pytest) an internal workflow that turns multi-hour livestream recordings into reviewable video packages.
- Produced long-form gameplay, Shorts, thumbnails, titles, and descriptions; reviewed video, captions, audio, and thumbnails before upload readiness.

Pastry Order Automation Platform — Next.js, React, TypeScript, Supabase, Stripe

- Developed a paused full-stack ordering prototype with customer and admin flows, authentication, and database access policies.
- Implemented Stripe checkout and webhooks for payments and order-state transitions, with scheduling and cancellation rules.