

Daniel Currey



EXPERIENCE

NetQuarry Inc.

Senior Full Stack Developer

January 2025 – December 2025
201 N Harbor Blvd #207, Fullerton

- Engineered an asynchronous data acquisition engine using `crawl4ai` and `Playwright` for LLM-powered webcrawling, with automated change detection to monitor federal agency domains.
- Architected a modular Python ETL pipeline with YAML-driven configuration, enabling non-engineers to manage transformation rules across 40+ government datasets.
- Developed marketplace platform enabling vendor onboarding and third-party product integrations.
- Led development of RAG pipeline for generating federal/state contract summaries.

Veros Real Estate Solutions

Software Release/Build Engineer

Oct 2022 – Apr 2024
2333 N Broadway #350, Santa Ana

- Built Python tooling for Azure Key Vault secret management across environments.
- Reduced CI/CD pipeline creation time by 60% through reusable YAML templates.
- Developed TypeScript Azure DevOps extensions for service control and process monitoring.

Biometrics4All Inc.

QA Software Engineer

Dec 2021 – Oct 2022
18300 Von Karman Ave Suite 700, Irvine

- Developed biometric scanning features and payment processing integrations in .NET Framework.
- Built config management system for deploying appsettings across 1,100+ fingerprinting locations.
- Reduced deployment rollbacks through improved release processes and unit test coverage.

Silicon Forensics

IT Technician

Jun 2019 – Jan 2020
1242 E Lexington Ave, Pomona

- Assembled high-performance computers for password recovery in digital forensics investigations.
- Built and configured production servers with improved QC processes to reduce system downtime.

EDUCATION

Cal State Fullerton University

Bachelor of Science, Computer Science

2024
800 N State College Blvd, Fullerton

Fullerton College

Associate of Science, Computer Science
Associate of Science, Interdisciplinary Studies in Math and Science

2022
321 E Chapman Ave, Fullerton

PROJECTS

VRrecover

Lead Developer

Jul 2024 – Present
C#, Unity, TypeScript, Next.js

- Built VR exposure therapy application to personalize treatment for anxiety and PTSD.
- Developed customizable virtual environments with a real-time therapist control interface.

Detection VR

Lead Developer

Jan 2023 – Present
C#, Unity, TypeScript, Next.js

- Developed VR first-person shooter that efficiently renders millions of texture-accurate particles.
- Led team of 6 developers from concept to test launch in under 11 months.
- Implemented custom shaders, adaptive post processing effects, AI behavior trees, and slow-motion mechanics.

LLM Debate Argument Evaluator

Lead Developer

Jun 2024 – Present
Python, LLMs

- Built an LLM-powered application to generate, visualize, and evaluate debate argument chains.
- Implemented data analysis tools to identify biases between LLM models and their evaluations of arguments.

ML Hypertension Predictor

Lead Developer

Jun 2024 – Dec 2024
Python, PyTorch, Pandas, Numpy

- Trained ML model to predict hypertension risk from lifestyle data with custom analysis tooling.

Strafe Analyzer

Sole Developer

Feb 2020 – Jan 2023
C++, C#, PHP

- Built real-time game overlay for speedrunning with movement analysis and route optimization.

Private repository code can be made available upon request. See additional project details on my [portfolio](#).

SKILLS

- **Proficient:** Python, C++, C#, TypeScript, YAML, JavaScript, PostgreSQL, SQL Server
- **Experienced:** SQL, Rust, PHP, Go, .NET, Java, MongoDB, SQLite
- **Frameworks & Tools:** Next.js, AWS, Azure DevOps, Docker, Kubernetes, Unity, Git