

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

Bachelor of Science, Computer Science

Cal State Fullerton University

2024
800 N State College Blvd, Fullerton

Associate of Science, Computer Science

Associate of Science, Interdisciplinary Studies in Math and Science
Fullerton College

2022
321 E Chapman Ave, Fullerton

PROJECTS

Debate Evaluator

Sole Developer

Dec 2025 - Present
Next.js, TypeScript, PostgreSQL

- Developed a multi-agent debate platform that evaluates argument trees to expose bias between LLMs.
- Engineered a system that transforms video transcripts into structured trees to identify logical fallacies.

Dots.io

Lead Developer

Jan 2025 - Present
Next.js, TypeScript, React Three Fiber, Potree

- Developed a web-based point cloud visualization tool for rendering, labeling, and editing large datasets.
- Implemented high-performance rendering optimizations for handling millions of points in the browser.

VRrecover

Lead Developer

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

- 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 - Aug 2024
C#, Unity, Next.js, TypeScript

- 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.

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.

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