

Daniel Nofulla

Senior Software Engineer

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EXPERIENCE

Disney Streaming

Senior Software Engineer

Aug 2025 — Present | New York, United States

- Build and maintain pages and components across **Disney+**, **Hulu**, and **ESPN** using a custom **CMS** and rendering engine powered by **Next.js** within a large-scale **monorepo**
- Develop and extend unified packages that serve multiple streaming applications simultaneously, ensuring changes are compatible across a **distributed system** environment
- Build and configure custom **Content Management System** integrations, connecting content authoring workflows to the front-end rendering pipeline
- Instrument applications with **OpenTelemetry** and **Datadog** for observability, monitoring, and analytics, and use that data to inform engineering and product decisions
- Implement **SEO** optimizations across **Disney+**, **Hulu**, and **ESPN** pages to improve discoverability and search performance
- Drive **UI/UX** improvements across pages and components, collaborating on both new feature builds and iterations on existing experiences
- Participate in robust code review and QA cycles to maintain code quality across the platform

Visa, Inc

Senior Software Engineer - Full Stack (Promoted)

Jul 2024 — Jul 2025 · 1 yr 1 mo | Austin, Texas, United States

- Engineered the centralized **Administrator Dashboard** for managing all of Visa's **Generative AI** applications and configurations, owning the project from ideation through delivery
- Designed and built a **Synthetic Data Generator** from concept to production, leveraging **GenAI** to produce training data for internal AI models, including a **Multi-class Classifier** with over **250K parameters** for topic classification
- Championed and led the initiative to bring the team's AI tools and HR functions to **iOS** and **Android**, driving the technical direction and navigating organizational constraints to deliver a modular mobile experience using **.NET**, **C#**, **Flutter**, and **Dart**
- Led the creation of a **Multi-class Classifier Support Vector Machine** to optimize topic selection speed for Visa's **GenAI** chatbots, significantly improving response times using **Python**, **scikit-learn**, **NumPy**, and **Pandas**
- Maintained **CI/CD** pipelines and enforced code quality through pull requests, code reviews, and unit/integration/e2e testing

Visa, Inc

Software Engineer - Full Stack

Jun 2022 — Jun 2024 · 2 yrs 1 mo | Austin, Texas, United States

- Built the initial proof of concept for Visa's internal **GenAI** platform single-handedly, which evolved into a company-wide suite of AI-powered tools adopted by **thousands of employees** across the organization
- Owned and maintained the AI platform's core repository as the de facto technical owner, guiding the project's architecture as the team scaled around it
- Developed a **Data Validation Pipeline Orchestrator** and **Business Dashboard** serving over **10 data pipelines** with **millions of data points** each
- Spearheaded a **Project Setup Automation Framework** that streamlined the creation of new projects, reducing setup overhead significantly across engineering teams
- Led the deprecation and secure data archival of legacy corporate applications, including independently decommissioning Visa's **HackerRank** recruiting system data

EDUCATION

The University of Texas at Austin | Master of Science - MS, Computer Science | Aug 2024 — Dec 2026 (Expected)

University at Albany | Bachelor of Science - BS, Computer Science and Mathematics | Aug 2018 — May 2022

PROJECTS

CrownFlame 2D Game Engine (C++, OpenGL, Vulkan, DirectX12, CMake) — Archived

- Cross-platform 2D/2.5D game engine with sprite rendering, input handling, and game loop architecture supporting multiple graphics backends. [Link to Project.](#)

AssistGo Mobile App (Android, Java, Node.js, Express, TypeScript, MongoDB)

- Accessibility-focused mobile app for users with visual and hearing impairments, featuring text-to-speech, voice navigation, multi-language support, and Twilio-powered calling. [Link to frontend.](#) [Link to backend.](#)

GPU-Accelerated K-Means Clustering (CUDA, C++)

- Parallel K-Means implementation using CUDA, benchmarking GPU vs CPU performance across varying cluster counts and dataset sizes. [Link to Project.](#)

Transformer Neural Language Model (Python, PyTorch, NumPy)

- Implemented a Transformer from first principles — custom tokenizer, sinusoidal positional encodings, self-attention, and beam-search decoding, achieving >98% accuracy on a 100K-word corpus. [Link to Project.](#)

Parallel Image Processing Pipeline (Node.js, C++, JavaScript)

- Hybrid pipeline using Node.js worker threads and native C++ addons for concurrent image transformations with benchmarked throughput. [Link to Project.](#)

MarketCove E-Commerce Platform (React, TypeScript, Spring Boot, PostgreSQL) — Archived

- Full-stack e-commerce application with product catalog, cart management, and RESTful API backend. [Link to frontend.](#) [Link to backend.](#)

SIA Assembler & Virtual Machine (C)

- Custom two-pass assembler and double-buffered pipeline virtual machine for the SIA instruction set, supporting labels, directives, and full instruction decoding. [Link to Assembler.](#) [Link to VM.](#)

Battleship Game (C)

- CLI-based game replicating the classic Battleship board game with AI opponent logic. [Link to Project.](#)

SKILLS

Agentic AI — Claude Code, Cursor, GitHub Copilot, Gemini, n8n, OpenAI Codex

Languages — TypeScript, Python, JavaScript, Rust, Go, C#, Swift, Kotlin, Java, Dart, C++, C, SQL, HTML, CSS, XML, XAML

Frameworks — Next.js, React, Node.js, FastAPI, Express, NestJS, Tailwind CSS, Flutter, React Native, Angular, .NET, Spring Boot, Django, Flask, Redux, Blazor, SASS, Vulkan, OpenGL

AI & ML — Transformers, GPT, Deep Learning, PyTorch, Intent Classification, TensorFlow, scikit-learn, NumPy, Pandas

Databases & Platforms — PostgreSQL, MongoDB, Redis, MySQL, SQL Server, SQLite, Linux, macOS, iOS, Android, ServiceNow

DevOps & Tools — Docker, Kubernetes, AWS, Terraform, Azure, GCP, Git, Vercel, Vite, Jenkins, Cloudflare, Firebase, Nginx, Gradle, Maven, Postman, Figma, Jira, Agile, Webpack, CMake