

DANIELA RAMOS GARCIA

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EXPERIENCE

Uber Technologies Inc

UberSTAR Software Engineering Intern (Web dev)

June 2023 - Sep. 2023

San Francisco, CA, USA.

- Developed a web application utilizing React and JavaScript as part of the team's internal tool, enabling team members to configure the Robots.txt file for both UberEats and Postmates platforms without necessitating programming expertise.
- Engineered both frontend and backend components to facilitate RPC requests for the purpose of data retrieval and modification within the UI.

Suministros Tuxtla S.A de C.V.

IT Assistant

May 2021 - Aug 2021

Chiapas, México.

- Use of macros in excel to accelerate and alleviate creation of sale reports. Decrease of the time required to make those reports from **4 hours to 20 minutes**, allowing management to assure better decision-making regarding sales personal.
- Implementations of SAE ERP software on a new sale location.

SKILLS

Languages: JavaScript, TypeScript, C++, Python, Swift

Technologies: React, Node.js, MySQL

SOFTWARE ENGINEERING PROJECTS

AtosLearning *React, ASP.NET, C#, Unity, JavaScript, MySQL, Azure*

- Architected a web platform within the ASP.NET environment, functioning as a dual-client service catering to educators and students to facilitate the creation and assignment of quizzes while offering comprehensive data analytics on student performance.
- Developed a Unity game using C#, providing students with a gamified format for quiz completion.
- Engineered an API to establish seamless connectivity between the web application and a database, enabling data transmission and retrieval.

SmartPark *MySQL, Arduino, React, SQL Workbench, IoT*

- Built prototype for a smart parking system, amalgamated circuit connections with Arduino programming to establish an internet-connected framework and show data on web application.
- Transmitted data to an SQL database, and presenting this information on a web page as chart table and statistics for data analysis. Implementation of physical circuit connections, underscoring IoT principles.

Third place at Banorte challenge at 2022 Hackathon

- Participated in the 2022 ITESM Hackathon and won third place in the Banorte challenge by helping improve the company app interface with a proposition to make it more user friendly.

OTHER PERSONAL PROJECTS

Formula One Simulation

- Created a drift simulation of a formula one circuit using MATLAB App Designer.

LeanSixSigma Whitebelt certification.

Attend the 2019 CNL. National summit of Leadership. ITESM.

Python videogame with graphic interface

- "Shrimp game" is a board game made in python with Turtle library for user interface.

EDUCATION

Tec de Monterrey. ITESM. B.S. in Computer Science and Tecnology (Eng).

Aug. 2021 - May 2025

- Academic Talent scholarship.
- Member of WIT. Student society of Women In Tech.
- Member of SAITC. Student society of Engineers in computer science.
- Member of Vanttec. Student Association building autonomous automobiles.

"From then on, when anything went wrong with a computer, we said it has bugs in it"-A quote from Grace Hopper that I really like.