

Melissa Díaz

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EDUCATION

Christopher Newport University

Bachelor of Arts in Criminology & Homeland Security

Fall 2020 - Fall 2024

GPA: | *Newport News, VA*

RRHS

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EXPERIENCE

Full-Stack Software Engineering II Intern

Walmart Global Tech | Java, HTML/Bootstrap CSS/JavaScript

June 2024 - Present

Bentonville, AR

- Developed a Troubleshooter Support Tool for the Store Price Execution (SPE) team, reduced query time by 99.3% which significantly improves the efficiency of on-call developers in resolving tickets for in-store Walmart associates.
- Implemented seamless front-end and back-end integration by utilizing Java Spring Boot to interact with Walmart API Services, ensuring reliable and efficient data exchange.
- Designed and developed a modern, user-friendly front-end interface aligned with Walmart's brand guidelines using HTML, Bootstrap CSS, and JavaScript, enabling real-time data visualization for the SPE team.

Undergraduate Teaching Assistant

Virginia Tech Department of Computer Science | SwiftUI, SwiftData

Aug 2023 - December 2023

Blacksburg, VA

- Mentored 50 students with SwiftUI for mobile app development through 15+ SwiftData tutorial applications
- Lead students in a 4-month project, culminating in an innovative app solution for a real-world problem
- Conducted weekly office hours, aiding students in debugging during iOS development

Information Technology Intern

HITT Contracting, Inc. | Python

May 2023 - July 2023

Falls Church, VA

- Collaborated with diverse teams using a ticket system to resolve critical hardware and software issues
- Automated Excel files by merging data onto a main inventory spreadsheet, optimized manual merging time with Python's pandas library by 99%
- Operated of audio/visual technology at Co|Lab, ensured smooth running of all events

PROJECTS

PriorityQueue | Python, SwiftUI, Firebase

March 2023 - Present

- Early-developed a Python Flask server for HTTP requests and JSON updates
- Collaborated in a team of 4 to develop a PriorityQueue iOS application, saving up 75% of request processing time
- Designed UI/UX elements, integrated Firebase from the Triangle Fraternity website for real-time data

MKC Graphics Package v6.0.0 | Adobe, HTML/CSS, OBS, JavaScript

July 2021 - Present

- Developed a graphics package for the 'MarioKartCentralWii' Twitch channel using Adobe tools
- Managed a team of 70, including commentators, stream-hosts and designers
- Led a team to produce 50+ professional broadcast graphics using version control practices
- Plan to automate Photoshop scripting using JavaScript/ExtendScript to expedite graphic creation time by 95%

GreenThumb | SwiftUI, Core Data, Perenual API

April 2023 - May 2023

- Developed a robust iOS application for garden management with a team of three using SwiftUI
- Implemented a secure user authentication system, reducing login times by up to 80%
- Utilized Core Data models for efficient storage and retrieval of plant and disease objects
- Combined features to track watering schedules, find plant diseases through an API, and manage plant life cycles

TECHNICAL SKILLS

Languages: Swift, Java, JavaScript, Python, C, HTML/CSS

Frameworks: SwiftUI, Core Data, SwiftData, Firebase, RESTful APIs, Bootstrap CSS

Developer Tools: Xcode, Git, GitHub, Visual Studio Code, Solidworks, OBS Studio, Micorsoft Office 365

Code Design & Graphics: PlantUML, Balsamiq Wireframes, Adobe Photoshop, Premiere Pro, After Effects

Organizations: Former President, The Bowling Club at Virginia Tech | Founding Brother, Triangle Fraternity

Interests: Competitive Bowling, Audio/Video Production