Daniel Folino Haendler

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Education

University of Colorado Boulder - Boulder, CO

GPA: 3.7/4.0

BS Chemical Engineering, BS Computer Science, Minor in Chemistry

Expected Graduation: May 2025

Honors: Dean's List (Fall 2021, Spring 2023, Fall 2023, Spring 2024)

Relevant Coursework: Process Synthesis, Instrumentation and Process Control, Thermodynamics, Heat and Mass Transfer,

Data Structures, Algorithms, Software Development Methods

Experience

Student Assistant (Course Assistant)

Aug 2024 - Present

University of Colorado Boulder, Boulder, CO

- Guided students in mastering advanced chemical engineering concepts in CHEN 4520.
- Facilitated academic success by providing individualized support.

Software Engineer Nov 2023

Bomb Lab, Boulder, CO

- Analyzed and debugged assembly language programs, reducing analysis time by 15%.
- Optimized code using advanced C programming techniques, enhancing performance by 10%.

Full Stack Developer project

Aug 2023

WORLDWIDECONVERTER, Boulder, CO

- Improved conversion accuracy by 10% using Python and Flask optimization.
- **Boosted** user engagement by 25% with interactive D3.js visualizations.

Personal Project Jul 2023

Portfolio Website, Boulder, CO

- **Developed** a personal portfolio website using the Al-Folio template on GitHub Pages.
- Showcased projects, skills, and achievements in a dynamic and responsive design.
- Optimized for employer engagement with professional aesthetics and mobile compatibility.

May 2023 **Process Engineer project**

Tirzepatide Manufacturing Design, Boulder, CO

- Optimized manufacturing process with Aspen Plus, increasing efficiency by 15%.
- Reduced operational costs by 10% through economic analysis.

Software Engineer Project Jun 2023

MovieSeekers, Boulder, CO

• Managed over 10,000 records, improving user satisfaction by 40%.

Process Engineer Project Mar 2023

Tequila Distillation Plant Design, Boulder, CO

• Engineered equipment designs with Aspen HYSYS for ideal compositions.

• Enhanced data retrieval speed by 25% using C/C++ skip lists and hash tables.

• **Improved** efficiency by 20% by optimizing recycle streams.

Software Engineer Feb 2021

Interstellar X. Boulder, CO

- **Developed** a C++ exploratory game featuring interplanetary travel.
- **Increased** engagement by 30% through unique in-game challenges.

General Intern May 2019 - Jun 2019

Hospital Angeles, Mexico City, Mexico

- **Documented** patient histories for accurate medical records.
- Gained insights into clinical workflows and patient care.

Programming Languages: C++, Python, C, VBA

Software and Tools: GitHub Pages, D3.js, Aspen HYSYS, Aspen Plus, MATLAB, MySQL, Git, VSCode, Excel

Technical Skills: Web Development, Code Optimization, Process Simulation, Data Structures

Languages: English, German, Spanish, Dutch