Daniel Escalante

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EDUCATION

Bachelor of Software Engineering | Universidad de los Andes | GPA: 4.87   August 2021 - December 2025 (Expected)

EXPERIENCE

Cloud Engineering Intern   June 2025 - December 2025

Amadeus IT Group | Bogotá, Colombia

- Managed the deployment of changes and updates across Azure resources and OpenShift clusters (development, testing, and production) using Infrastructure as Code (IaC) repositories.
- Investigated and resolved issues affecting Azure subscriptions and their resources.
- Provided support for issues identified in OpenShift clusters and IaC repositories.
- Proposal and development of proof of concepts for AI-powered automations and agents.

Undergraduate Teaching Assistant for the Communications Infrastructure laboratory   August 2024 - June 2025

Universidad de los Andes | Bogotá, Colombia

Worked on building network architectures through the configuration of devices, protocols, and applications.

Undergraduate Teaching/Investigation Assistant for Team Software Development   August 2023 - June 2024

Universidad de los Andes | Bogotá, Colombia

Updated and created teaching materials and content such as **Angular** development and deployment guides, **Spring**, **Angular** and **Nest** example projects, and student accessible guide repositories.

Undergraduate Teaching Assistant for Fundamentals of Technological Infrastructure   January 2023 - June 2023

Universidad de los Andes | Bogotá, Colombia

Worked with the **C Language** and basic level **IA-32 assembly language.**

SKILLS

Git, Linux, Python, C, Assembly (Basic), Java, SQL, Spring, JS, TS, Angular, HTML, CSS, Google Cloud, Django, MongoDB, Express, ReactJs, Redux, NodeJs, PostgreSQL, NestJs, Scikit, Kotlin, Compose, Flask, Docker, Cisco Packet Tracer, K8s/Openshift, Helm, Jenkins, Ansible, PromQL, Azure (AZ-900), Terraform, Pytorch, Lang chain, LLM, Transformers, Agents.

LANGUAGES

Spanish: Native • English: C2 (fluent) • French: A1 (basic)

AWARDS

2024-1 Distinction of Excellence

For achieving the highest GPA in the Software Engineering program during the 2024-1 semester.

FEATURED PROJECTS

Deep learning system for social media toxicity detection

Collaborated in a team to develop a full-stack system powered by a fine-tuned RoBERTa model achieving 90% accuracy in classifying Twitter-like text as toxic or non-toxic. Built using PyTorch and TensorFlow, with cardiffnlp/twitter-roberta-base as the base model, a Flask backend, a React frontend, and trained on an RTX 4090 GPU. | [Github](#)

RestaU: A restaurant exploration application

An **Android** application made with **Jetpack Compose** that provides a centralized source of information on restaurants near Universidad de los Andes with the task of making the process of picking a restaurant where to eat easier. This project was developed with 2 other students for the Universidad de los Andes mobile development course. | [Github](#)