

Daniel MONTES GUERRERO



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EDUCATION

2018-Present

Bachelor's degree in Computer Systems Engineering ESCOM-IPN (Superior School of Computer Sciences)

Graduating in December 2023

Student of academic excellence for 5 consecutive semesters.
Participant of "Algorithms Club - ESCOM"

CGPA 87 out of 100

PROJECTS

spring 2021

Random Map Generator

Programming language and compiler

A language that allows you to describe 2D maps for videogames in Unity. The language implements algorithms to generate random maps using Perlin Noise. Offers "smarttiles" to autofill the map with tiles. A compiler was also built for the language to generate C# scripts and use these scripts in Unity. Built in a team of three people.

- Built with C#, Unity, Flex and Bison.

Other projects in Github

- Warehouse Resource Management System
- Ecommerce website for students at ESCOM
- Mobile game built with react native (Currently developing)

INTERNSHIPS

fall 2021,
fall 2022

Meta

Software Engineer Intern

They were 3 month internships each. In 2021, I worked in a dependency manager service to manage asynchronous workflows and their dependencies between Meta's internal services. I implemented methods to detect stuck workflows and workflows that were executed out of order.

- Worked with c++ and Hack to add new health metrics for the service. And used python to implement an out of order workflows detection tool.

In 2022, I worked in a Better Engineering project where I created a code generator to generate user defined type validators for Graph API calls in Whatsapp server.

summer 2021,
summer 2022

Microsoft

Explorer Intern, Software Engineer Intern

They were 3 month internships each. In 2021, I performed as a Program Manager the first month and as a Software Engineer the last two months. I worked with two other explorer interns in a project where we improved how configuration files are updated in the admin tool for MS Supply Chain Services.

- Improved UI and UX using AngularJS and worked with .NET for the backed to validate the config files.

In 2022, I created a tool for the business team to manage shipping promos for products in the Microsoft Store. This tool reduces the time required to create shipping campaigns from 11 weeks to 2-3 weeks.

AWARDS

1st place

16th Annual Programming Contest "ANIEI 2021", team "Discipulos de Marckess"

2021

1st place

XIV Annual Programming Contest "Donald Knuth" by ESCOM

2022

5th place,
out of 382 teams

"Gran Premio de México" - ICPC Programming Contest, team "Exceso de Fé"

2022

TECHNOLOGIES

C++ - 4 years
Java - 2 years
JavaScript - 2 years
Python - 2 years
C# - 1.5 year
Erlang 0.5 year

LANGUAGES

Spanish - native
English - TOEFL pBT

ACTIVITIES

11th Argentina Training Camp of UNLaR - 2020
1st Winter Training Camp of ESCOM Algorithm Club - 2020
Training Camp MX - 2022