

Daniel MONTES GUERRERO

+52 735 214 0767
dmontesguerrero17@gmail.com
@DanielMontesGuerrero

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 88 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

- Warehouse Resource Management System
- Ecommerce website for students at ESCOM
- Discord bot to notify Github pull requests and issues
- Mobile game built with react native (Currently developing)

INTERNSHIPS

summer 2022

Microsoft

Software Engineer Intern

It was a 3 month internship. 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.

summer 2021

Microsoft

Explorer Intern

It was a 3 month internship. 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.
- Improved UI and UX using AngularJS. - Worked with .NET for the backed.

fall 2021

Meta

Software Engineer Intern

It was a 3 month internship. 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.
- Used python to implement an out of order workflows detection tool.

AWARDS

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|--------------------------------|---|------|
| 1st place | 16th Annual Programming Contest "ANIEI 2021", team "Discípulos de Marckess" | 2021 |
| 1st place | XIV Annual Programming Contest "Donald Knuth" by ESCOM | 2022 |
| 7th place, out of 351 teams | "Gran Premio de México" - ICPC Programming Contest, team "Cámara Ya Súbelo Asi w" | 2020 |

TECHNOLOGIES

C++ - 3 years for competitive programming
Java - 2 years
JavaScript - 1.5 year
Python - 1.5 year
C# - 1 year

LANGUAGES

Spanish - native
English - TOEFL pBT

ACTIVITIES

11th Argentina Training Camp of UNLaR - 2020
1st Winter Training Camp of ESCOM Algorithm Club - 2020
Summer Training Camp of ESCOM Algorithm Club - 2019