









Daniel MONTES GUERRERO

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

2018-Present	Bachelor's degree in Computer Systems Engineering ESCOM-IPN (Superior School of Computer Sciences) Participant of "Algorithms Club - ESCOM"	Graduating in December 2023
		CGPA 88 out of 100

PROJECTS

Fall 2023	 Skin Cancer Follow Up App - Developed a mobile app, where users can upload photos of skin lesions, to get the probability of being Melanoma skin cancer, using convolutional neuronal networks with an accuracy of 76%. - Included the feature to compare the evolution of the lesions using image processing algorithms like Dull Razor, Otsu thresholding, etc. - Designed the system using the following technologies: React Native, Pytorch, NodeJS and Azure. Other projects in Github -  Random Map Generator for Unity -  Warehouse Resource Management System -  E-commerce website for students at ESCOM	Mobile App and Convolutional Neuronal Network
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INTERNSHIPS

fall 2022 and fall 2021	Meta - Contributed to a dependency manager service to manage asynchronous workflows and their dependencies between Meta's internal services. - Implemented a script to detect stuck workflows by querying the service's logs. - Developed an out of order workflows detection tool using the service's logs. - Created an Erlang code generator to generate user defined type validators for Graph API calls in Whatsapp server.	Software Engineer Intern
summer 2023, summer 2022 and summer 2021	Microsoft - Collaborated with two other explorer interns in a project and improved how configuration files are updated in the admin tool for the Delivery Cost Calculator at MS Supply Chain. - Improved UI and UX using AngularJS and added a validator for CSV config files. - Created a web tool 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. - Contributed to the consolidation of two micro-services to reduce engineering overhead and improve the maintainability. Adapted the Azure architecture to host both micro-services and upgraded the .NET Core version from 3.1 to 6	Explorer Intern, Software Engineer Intern

AWARDS

Qualified	"2022 ICPC Word Finals" - ICPC Programming Contest	TBD
2th place	"Gran Premio de México" - ICPC Programming Contest, team "Catadores de Patas"	2023
4th place	"ICPC Mexico Finals" - ICPC Programming Contest, team "Exceso de Fé"	2022

PROGRAMMING LANGUAGES

C++ - 4 years
Java - 2 years
JavaScript - 3 years
Typescript - 2 years
Python - 2 years
C# - 2 year
Erlang - 0.5 year

LANGUAGES

Spanish - native
English - TOEFL pBT

ACTIVITIES

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

TECHNOLOGIES

React - 1.5 years
.NET - 1 year
React Native - 1 year
Azure - 1 year
ExpressJS - 1 year
Godot - 0.5 year