

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 89 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.

fall 2020

SARA

Warehouse Resource Management System

A system designed to help in the management of warehouse of a distribution center of company. The system consist in a website and a mobile app. This system manage the pick up process and keeps track of the products location. Built in a team of eight people.

- Worked in the mobile app using Java and Android Studio.

- Reduced times, and eliminated the usage of paper tickets in the pick up process.

INTERNSHIPS

summer 2021

Microsoft

Explorer Intern

It was a 3 month internship. I performed as a Product 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.

- Talked to stakeholders to identify the problems with the current tool.

- Improved UI and UX using angular js. - 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

1st place

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

2021

4th place,
out of 250
participants

XII Annual Programming Contest "Donald Knuth" by ESCOM in MX Division

2020

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