

# 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 88 out of 100

## PROJECTS

Currently developing **Skin Cancer Followup App** **Mobile App and Convolutional Neuronal Network**  
A mobile app that users can use to upload photos of skin lesions to get the probability of being skin cancer using convolutional neuronal networks. The app also provides tools to follow up suspicious lesions by following the ABCDE criteria.  
- Mobile app created with React native - Convolutional Neuronal Network created with Pytorch - Web Server created with NodeJS  
**Other projects in Github**  
- Random Map Generator for Unity  
- Warehouse Resource Management System  
- Ecommerce website for students at ESCOM

## INTERNSHIPS

fall 2021, fall 2022 **Meta** **Software Engineer Intern**  
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, summer 2023 **Microsoft** **Explorer Intern, Software Engineer Intern**  
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.  
In 2023 I contributed to the consolidation of two microservices to reduce engineering overhead and improve the compliance maintainability.

## AWARDS

Qualified **"2022 ICPC Word Finals" - ICPC Programming Contest** **2022**  
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**

## 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