

DONALDO HORACIO AYALA SEGOVIANO



github.com/DonaldoAyala



Donaldo Horacio Ayala Segoviano



Tel. (+52) 55 2383 0649



ayala.segoviano.donaldo@gmail.com

EDUCATION

ESCOM – IPN (Superior School of Computer Science)	Graduating in December 2023
Bachelor of Science in Computer Engineering	GPA 93 out of 100
IPN – Center of Scientific and Technological Studies	August 2016 - June 2018
Technical degree in Computer Science	GPA 87 out of 100

WORK EXPERIENCE

Microsoft Software Engineering Internship - Teams Backend Developer (July - September 2022)

Worked in real time media communications team developing a new feature for a bot API ([see more here](#)). The feature enables developers to get participant's conversations captions in real time in *Microsoft Teams* meetings unlocking the development of new features and improving the development speed of bot applications.

- Designed and implemented the feature along with unit, integration and functional tests.
- Implemented a complete demo which was then used by full time engineers to implement a hackathon project.

Microsoft Software Engineering Internship - Teams Backend Developer (May - July 2021)

Worked in real time media communications team developing a new feature for a bot API ([see more here](#)). The developed feature allows bots to stream audio in real time to *Microsoft Teams* calls in a memory efficient way.

- Implemented the feature along with unit, integration and stress tests to verify the correct integration of the feature.
- Managed to release a version of the feature and tested it in a production environment.

RELEVANT PROJECTS

Random Maze Videogame (February - May, 2022): Developed a videogame that generates a random maze that the player has to solve while having a limited view by ray casting.

- The maze is generated using a random DFS algorithm and a ray casting algorithm to limit the player's view.
- Developed the game to improve my skills with Python language (and have some fun).

School Web Thesis Repository (September - December 2021): Implemented a web thesis repository for my university to facilitate the search of school thesis, implementing also functionality to manage the elaboration and registration of thesis.

- Facilitated the search of school thesis for all public.
- Reduced the work for the thesis management department personal by automating various tasks.
- Implemented as a REST API using NodeJS, Express and MongoDB. Worked both in backend and frontend with another classmate.

Picking System Mobile App (November 2020 - February 2021): A system (WMS) to manage the pick up process and product management of a distribution center warehouse of company [GrandVision](#).

- Improved pick up, distribution process and inventory management efficiency and productivity in the warehouse.
- Participated in a team of 8 persons as a backend and frontend developer of the mobile app.
- Developed in Java using Android Studio.

+ To see more of my personal projects, please take a look at my github: [github/DonaldoAyala](#)

PROGRAMMING LANGUAGES

Java: 3 years. (Software Development)
C/C++: 2.5 years. (Competitive Programming)
C#: 1.5 years. (Software development)
Python: 1 year. (Soft. Dev. & Comp. Prog.)
SQL: 1 year.
JavaScript: 6 months. (Web development)
Matlab: 5 months. (School Projects)
PHP: 3 months. (Web development)

OTHER TECHNOLOGIES

- Linux
- MONGODB
- Administration of network infrastructure
- Git
- Github
- Dockers
- Azure Web Services
- Visual Studio
- Android Studio

RELEVANT ACHIEVEMENTS

- Active member of [ESCOM Algorithms Club](#).
- [JavaScript, HTML, CSS and NodeJS](#) (Udemy)
- Participant of the México Facebook Hackathon 2021

LANGUAGES

- English (B2 Level Cambridge Certificate)
- Spanish (Native)