

Federico Baron

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EDUCATION

University of Central Florida- Burnett Honors College 2018-2022

- B.S. in Computer Science (GPA: 3.6).

EXPERIENCE

Facebook University Engineering Internship – Intern 06/2020-08/2020

- Summer internship in which I developed Android applications using Java, Kotlin, and MongoDB.
- Developed in the span of 8 weeks: a to-do list app, a movie trailer player using YouTube API and Movies API, a Twitter client, an Instagram-like app, and an app for college students to carpool.

Foundations IT – Full Stack Software Developer 01/2020-08/2020

- Working with a team developing an e-commerce platform for businesses using Angular, C# and SQL.
- Dealt with integration with Stripe and Square payments for businesses to take payments from consumers.
- Worked with the commerce side of the e-commerce platform to integrate payments at checkout.
- Improved UI for various parts of the project such as client logs, error logs, customer tables, etc.

Google Software Product Sprint - Participant 02/2021-05/2021

- Worked on building a portfolio website and a software project in Java with a group of fellow participants, under the mentorship of Google engineers and managers.

Competitive Programming - Participant 08/2018-11/2018, 01/2021-05/2021

- Participant of the UCF Junior Varsity competitive programming practices.
- Enrolled in team dynamics, a class where multiple competitive programming algorithms and techniques are taught, and where we would participate in competitive programming competitions every week.

La Torretta Italian Restaurant – Server/Food runner/Busboy manager 11/2017-12/2019

- Worked there as a server, busboy and food runner. I managed the busboys and practiced my interpersonal skills.

PROJECTS

HitchApp 07/2020

Built Android app that connects college students to carpool together. Users can login/signup and can view/edit profile. Allows drivers to post rides, which users can request to join, and connects them to a group chat in which all participants can coordinate. Uses places API to autofill address. Made using Kotlin, Java, and MongoDB. Uses MVVM architecture for code organization.

InstagramClone 07/2020

Built Instagram clone Android app using Java, Kotlin, and MongoDB. Allows user login/signup, posting pictures with captions, viewing/editing profile, and liking other people's posts.

Trie Prediction 04/2019

Project using the trie data structure in C with the main functions of giving word suggestions based on the words previously used, as well as the number of strings with a given prefix.

Finders- Word connect game 11/2018

Game in which the objective is to form words out of letters in order to earn points and progress to the next level. The project was coded in Python and we used the Pygame library for the GUI.

SKILLS

Programming languages: **Python, Java, C, C#, HTML, CSS, JavaScript, Kotlin.**

Technologies: **SQL, MongoDB, GIT, Android development, MVVM architecture.**

Languages: **English, Spanish, Italian.**