Florencia Doval

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Relevant Links: LinkedIn | Portfolio | GitHub
Programming Languages: Python, C, C++, Java, JavaScript, TypeScript, Visual Basic.
Frameworks: NumPy, React, Redux, ROS2, DJango, Express, Unity.
Technologies and Tools: Git, Figma, Google Suite, DaVinciResolve, IntelliJ IDEA, Visual Studio, SublimeText.

EDUCATION

UWC ISAK   **August 2020 - May 2022**
- International Baccalaureate Graduate - 42/42 IB predicted score with full-ride scholarship.   Karuizawa, Japan

Brown University   **August 2022 - May 2026**
- S.c.B. Computer Science under Davis UWC Scholars Program.   Providence, US

WORK EXPERIENCE

Duolingo Inc. | Slides | Hackathon Project   **June 8, 2024 - August 16, 2024**
Thrive Software Engineer Intern   Pittsburgh, Pennsylvania
- Designed and implemented a centralized tool for hosting team retrospectives, streamlining the retrospective process for over 500 engineers at Duolingo.
- Developed a Slackbot integration for automated task tracking, sending action items to individual users and Slack channels, improving follow-up and accountability.
- Collaborated on integrating AI-powered post grouping using Duolingo's Completion AI repository.
- Enhanced user experience by designing intuitive interfaces for creating, joining, and reviewing retrospectives

En la Plaza | ABC news | Instagram   **February 2019 - Present**
Founder and Co-Director   Asuncion, Paraguay | Virtual
- Developed public space revitalization and education initiatives in five parks in Paraguay over three years, earning a prestigious "Declaration of Municipal Interest" title from The City Hall of Asunción.
- Instructed and supervised free English, Chess, Art, Guitar, Film, and Literature lessons to a diverse cohort of over 40 students, spanning ages 6 to 30, across multiple neighborhoods and parks in Asuncion.
- Successfully garnered coverage in +10 national media outlets and promoted three charters and scaling methodologies.

Latin American Leadership Academy | Curriculum | Website   **June 2022 - July 2023**
Co-facilitator of Virtual Bootcamps, Coach for trainees, and graduate   Medellin, Colombia | Virtual
- Facilitated four week-long virtual social leadership and entrepreneurship bootcamps with over 150 participants.
- Selected among +1,000 graduates to participate in the 3-month inaugural leadership training program in Colombia.

Crimson Education | Brochure | Website   **January 2022 - May 2022**
Research Intern
- Launched an official brochure distributed to +500 prospective students across Latin America and Europe.
- Conducted thorough research into academic and financial aspects of more than 50 universities in Spain by conducting interviews and revising public data sets.

HISP 200 - Brown University   **June 2022 - September 2022**
Teaching Assistant   Providence, Rhode Island
- Conducted 1-hour speaking sessions and weekly rotations in HISP0200 classes to assess students' pronunciation and language challenges, leading to targeted activities for enhanced learning outcomes.

PROJECTS

Data Science Final Project - "Success of a Game Predictor" Demo | (Python)   **2024**
- Conducted analysis using statistical tests and machine learning models (Linear, Ridge, and Random Forest Regression) to predict video game success based on review scores, genre, and platform data.
- Implemented and evaluated performance, data visualizations, and hypothesis testing for a database of +10,000 games.

Seam Carve Images Processor with Dynamic Programming Demo | (Python)   **2023**
- Developed an image processing application in Python using libraries such as NumPy and PIL, identifying and removing the "least important" seams from an image for efficient resizing.
- Created a high-precision 'pixel relevance calculator' with dynamic programming by ranking seams based on color contrast, improving the quality of the resized image and preserving the most significant features.

Microsoft Paint Clone [Sketchy] | Demo | (Java)   **2022**
- Built a graphical drawing application with five shape creation and manipulation capabilities by applying OOP programming principles for effective design, abstraction, maintainability, and user-friendly interaction.
- Implemented package organization, Java interfaces, and a Stack data structure for 'undo' and 'redo' functionalities.

RELEVANT COURSES

Systems(CSCI300), Software Engineering(CS320), Data Science(CSCI 1951A), Artificial Intelligence(CS1411), OOP(CSCI015), Data Structures and Algorithms(CSCI200), Linear Algebra(MATH520), CalculusII(MATH100), Statistical Inference(MATH1650), Theory of Computation(CS1010)

CLUBS AND ASSOCIATIONS: Mezcla Latinx Dance, Rewriting the Code, Women in Computer Science, MOSAIC+