

# KATIA HENRIQUEZ

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## Education

### University Of Nebraska–Lincoln

Bachelor of Science in Software Engineering

Sep. 2022 – Current

Lincoln, NE

## Technical Skills

**Languages:** Python, Java, JavaScript, HTML/CSS, MySQL, Node.js, C#, JSX (React), Next.js, Express.js

**Frameworks/Techologies:** React, Jest, JUnit, Kivy, Unity, Databricks, Large Language Models (ChatGPT, Claude)

**Cloud & Data Tools:** Databricks, Azure Databricks, SQL, MySQL

**Developer Tools:** VS Code, Eclipse, PyCharm, GitLab, Git, Maven, Linux Virtual Machine

**Other Skills:** English (fluent), Spanish (fluent)

## Internships / Experience

### Game Design/Development | *Unity, C#* IANR Science Literacy Initiative

May 2024 – May 2025

- Designed and developed a game to help high school students understand water consumption and management in agriculture and industrial use, creating an interactive and educational learning experience.
- Utilized C# for scripting game mechanics, behaviors, and interactions through Unity.
- Collaborated closely with educators to align game content with teaching objectives.

## Projects

### Obserra: Audit Management Platform | *Next.js, TypeScript, Supabase, Tailwind CSS, OPENAI* Nelnet - UNL Senior Design Capstone

Aug 2025

- Developing a full-stack audit management platform for Nelnet to automate and centralize audit response workflows using AI-powered document parsing.
- Built core features including secure file upload, Supabase authentication, and role-based task assignment for Coordinators and Contributors.
- Collaborated directly with Nelnet R&D sponsors and faculty mentors to align system design with enterprise standards.

### Natural Language Shopping Assistant | *Python, JavaScript, AI/LLMs* The Buckle – Raikes School Design Studio

Apr 2025

- Built a chatbot web app enabling natural language product searches for online shoppers.
- Generated AI-driven descriptive tags for 50,000+ products and created vector embeddings for semantic product search.
- Contributed to backend integration and user interface improvements.
- Awarded **Platinum Top Honor** at the Raikes School Design Studio Showcase, University of Nebraska–Lincoln.

### Travel Planner App | *Python, PyCharm, MySQL, Kivy, OpenWeather API*

May 2023

- Developed a full-stack travel planner integrating multiple team apps into one unified platform.
- Created a MySQL database and dynamic GUI with data validation and error handling for enhanced UX.
- Collaborated in a team to merge front-end and back-end modules seamlessly.

### Burn Plan Evaluation App | *Java, REST API, JUnit, Eclipse, OOP*

Nov 2022

- Developed an OOP-based app to assess burn plan viability and retrieve real-time weather data via REST API.
- Built JUnit and system tests to ensure accurate and reliable performance.
- Implemented modular design following software engineering principles.

## Leadership / Achievements

- Peter Kiewit Foundation Engineering Academy Member
- Peter Kiewit Foundation Engineering Scholarship Recipient
- Platinum Top Honor Award**, Raikes School Design Studio Showcase (2025) — University of Nebraska–Lincoln
- Lead Project Manager and Developer**, Software 2 Capstone Project
- Developer**, Lied Center Student Council