

KATIA HENRRIQUEZ

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Education

University Of Nebraska–Lincoln

Sep. 2022 – Current

Bachelor of Science in Software Engineering

Lincoln, NE

Technical Skills

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

Frameworks/Technologies: 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