Daniel Arriola

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EDUCATION

Carnegie Mellon University   GPA: 3.5/4.0
B.S. in Information Systems, Minors in Computer Science & Human Computer Interaction   *Aug. 2020 – May 2024*
Tartan Scholar, Society of Hispanic Professional Engineers

WORK EXPERIENCE

Google   Youtube Search FrontEnd
Software Engineering Intern   *May 2023 – Aug 2023*
- Gained a deep understanding of YouTube client to server architecture and process flow
- Contributed functional code and tests to both the Android (java) and iOS (Obj-C) client code
- Located the specific client-side entry points that lead to server-side search inputs thought the search process
- Launched analytical access point metrics for all client-side abandoned searches for both mobile platforms
- Added visual SQL data representations to the team dashboard to assist in task planning and resource allocation

Google   Shopping User Generated Content
STEP Intern   *May 2022 – Aug 2022*
- Used team resources and meetings to quickly onboard onto the Shopping UGC process flow
- Worked closely with STEP partner to outline review matching schema and identify mismatching reasons
- Improved mismatched reviews debugging efforts with an SQL dashboard displaying visual matching data
- Implemented a C++ pipeline to calculate review churn from over 3 billion Shopping Review data points

PROJECTS

Blog Web App | *Django, Python, HTML, CSS, JS, AJAX*   Feb. 2024 – March 2024
- Developed a responsive blog type social media web app using the Django server framework
- Allows for concurrent viewing and posting using AJAX to continuously update posts and replies
- Integrated Google Oauth secure signin with customizable profiles for each user
- Released into production with an Amazon EC2 Apache server instance using a MySQL backend

SkateAtlas iOS App | *Swift(UI), Google Maps API, CocoaPods*   Aug. 2023 – December 2023
- Designed and developed a crowd-sourcing platform for the skateboarding community
- Integrated Google Maps API to enable user uploaded location markers featuring overviews and reviews
- Constructed an in-app social media page showcasing user uploaded skating media featuring community reactions
- Gained experience in end-to-end application development and the software life-cycle

Fig Tree Archive | *Wix, HTML, CSS, Figma*   Jan. 2023 – May 2023
- Consulted for and worked with the Italian Garden Project nonprofit organization
- Built a functional visual and interactive archival database website for generational fig trees in the US
- Leveraged a user-friendly pipeline to automatically display fig tree visual, textual, and locational data

Great Pittsburgh Baking Outlet E-Commerce App | *Ruby on Rails, SQL, HTML*   Jan. 2022 – May 2022
- Visualized and created an e-commerce prototype with a backend relational database supported by Ruby on Rails
- Learned how to leverage the Model-View-Controller pattern to develop sophisticated software architectures
- Utilized test driven development to ensure correctness using extensive backend and frontend unit tests

ACADEMIC LEADERSHIP

Technology Enhanced Facilities (TEF) Student Operator Manager   Aug. 2021 – Present
Carnegie Mellon University Computing Services
- Contributed to Student Operator growth by providing a series of hands-on training and mentoring
- Participated in new hire interviews and overall hiring process
- Became a line of contact between student operators and full-time staff to relay issues and suggestions

TECHNOLOGY SKILLS

Programming Languages: Python, C++, C, Obj-C, Java, SML, SQL, HTML, CSS, JS, Ruby
Tools & Frameworks: Djando, Pandas, Scikit-learn, Altair, MrJob, AJAX, Git, Bash, VSCode, Xcode, Android Studio
Databases: PostgreSQL, MongoDB, MySQL, SQLite