

Fernando Ramirez

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Education

University of Houston

Houston, TX

Bachelor of Science in Computer Science, Minor in Mathematics - GPA: 3.7/4.0

May 2024

- **Relevant Coursework:** Data Structures, Algorithms, Operating Systems, Database Systems, Computer Networks

Technical Skills

Languages: Python, C++, JavaScript, TypeScript, Java, Go, HTML, CSS, SQL

Frameworks/Libraries: React.js, Redux, Express.js, Node.js, Flask, Tailwind, MaterialUI, REST API, JUnit, Mockito

Developer Tools: Git, GitHub, PostgreSQL, MongoDB, Supabase, AWS, Vercel, Postman, Figma

Experience

Amazon Web Services

Seattle, WA

Software Engineer Intern - AWS CloudTrail Lake

May 2023 - August 2023

- **Technologies:** Java, TypeScript, AWS, JUnit, Mockito, Guice, Project Lombok
- Improved the free trial for +1M customers from a 5GB usage limit to 7 day limit by modifying billing with Java
- Enabled importing event data from the past 14 days using TypeScript, AWS CDK, AWS IAM, and an internal tool
- Optimized the free trial data retrieval process by 60% by creating a thread-safe cache accessor using Java
- Increased unit test coverage by 20% across data ingestion and query engine microservices using JUnit and Mockito

University of Houston

Houston, TX

Teaching Assistant - COSC 3380: Database Systems

January 2024 - Present

- Taught weekly labs for over 100 students on topics such as normalization, transactions, and concurrency control

Teaching Assistant - COSC 1336: Computer Science and Programming

January 2023 - January 2024

- Reinforced coding lessons for 120+ students on the basic phases of software development using Python
- Led weekly labs, conducted office hours, helped debug, and provided feedback for programming assignments

UnitedHealth Group

Minneapolis, MN

Software Engineer Intern - OSTs Innovation Lab

September 2022 - May 2023

- **Technologies:** React.js, JavaScript, Express.js, Node.js, MaterialUI
- Developed an internal web app that streamlined the onboarding process for new employees by 40% using React.js
- Utilized company UI/UX design pattern system across 20+ UI components to maintain brand consistency
- Integrated AWS Lex chatbot to the web portal, saving 110+ hours/year of manual work by reducing support tickets

Buzly

Sacramento, CA

Software Engineer Intern - Product Team

June 2022 - August 2022

- **Technologies:** React.js, JavaScript, Express.js, Node.js, Tailwind, Redux, MongoDB, Docker
- Built an admin dashboard to give universities insights on their posts and to advertise to 12,600+ Buzly app users
- Reduced page load times by 3x by lazy-loading images and increased accessibility by following WCAG standards
- Worked directly with the CTO to develop 15+ UI components based on Figma UI/UX designs using React.js

Projects

GoGo API | Go, Vercel, Supabase, Docusaurus

- Built a REST API using Go for a coding club that optimized membership, payments, and event workflows by 75%
- Wrote API documentation using Docusaurus that improved webmaster onboarding time by over 2x

CoCo Discord Bot | TypeScript, Discord.js

- Developed a discord bot for a coding club to verify membership, view points, and leaderboard for +300 members
- Implemented log tracking of edited and deleted messages to enable governance, compliance, and auditing

Turn-Based Role-Playing Game | C++, SDL2, UML

- Developed a 2D turn-based battle game that was voted best among 144 students in my programming course
- Utilized SDL2 to create a GUI that supports actions such as view character stats, attack, run, and save progress