Fernando Ramirez

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Education

University of Houston   May 2024
Bachelor of Science in Computer Science, Minor in Mathematics - GPA: 3.7/4.0   *Houston, TX*
- **Relevant Coursework:** Data Structures, Algorithms, Operating Systems, Database Systems, Computer Networks

Experience

Amazon Web Services   May 2023 - August 2023
Software Engineer Intern - AWS CloudTrail Lake   *Seattle, WA*
- **Technologies:** Java, JUnit, Mockito, Guice, Project Lombok, TypeScript, AWS
- Improved the free trial for **+1M customers** by updating from a storage limit of 5GB to a time-based limit of 7 days
- Created a thread-safe cache accessor for user free trial info, leading to a **60% increase in data retrieval efficiency**
- Led the development of a new feature, allowing first-time customers to import past 14 days of event data for free
- **Increased unit test coverage by 20%** across 2 critical microservices part of the distributed system

University of Houston   January 2023 - Present
Teaching Assistant - COSC 1336: Computer Science and Programming   *Houston, TX*
- Reinforced coding lessons for **120+ students** on the basic phases of software development using Python
- Led weekly labs, conducted office hours, code-reviewed, and provided feedback for programming assignments

UnitedHealth Group   September 2022 - May 2023
Software Engineer Intern - Innovation Lab   *Minneapolis, MN*
- **Technologies:** React.js, JavaScript, Express.js, Node.js, MaterialUI, AWS
- Built an internal web portal 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   June 2022 - August 2022
Software Engineer Intern - University Platform   *Sacramento, CA*
- **Technologies:** React.js, JavaScript, Express.js, Node.js, Tailwind, Redux, MongoDB, Docker, AWS
- Built an admin dashboard to give universities insights on their posts and to **advertise to 12,600+ Buzly app users**
- **Worked directly with the CTO** to develop **15+ UI components** based on Figma UI/UX designs using React.js
- Shipped core features to production such as user sign-up, filtering posts, and creating posts

Projects

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
- Implemented object-oriented programming concepts such as inheritance to create different playable characters

Robotic Arm | *C++, Arduino, JavaScript, Node.js, Express.js, Johnny-Five, HTML, Tailwind*
- Engineered an embedded system and full-stack web app for communicating with a robotic arm
- Programmed robotic arm and gripper movement using C++, Arduino and HTML frontend for controlling the arm
- **Achieved 2nd place out of 50+ developers** in project demo presentations as part of a coding organization

Emotion Recognition Music Player | *Python, Flask, OpenCV, Tensorflow, NumPy, JavaScript, HTML, CSS, Spotify API*
- Led team of 4 to create a web app to capture moods from facial expressions and get a relevant song from Spotify
- Used Flask and machine learning model based on a **data set of 25,000+ facial expressions** to create the backend

Technical Skills

Languages: Python, C++, JavaScript, TypeScript, Java, HTML, CSS, SQL
Frameworks & Libraries: React.js, Redux, Express.js, Node.js, Flask, Tailwind, MaterialUI, JUnit, Mockito, OpenCV
Developer Tools: Git, GitHub, Postman, VS Code, IntelliJ PyCharm, Vim, AWS, MongoDB

Awards

Jane Street, FOCUS Fellow   January 2023
1st Place, VEX Robotics, CFISD Tournament Champions   November 2019