

Fernando Ramirez

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Education

University of Houston

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

May 2024

Houston, TX

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

Technical Skills

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

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

Developer Tools: Git, GitHub, PostgreSQL, MongoDB, AWS, Postman, IntelliJ, Visual Studio Code, Figma, Jira

Experience

Amazon Web Services

May 2023 - August 2023

Software Engineer Intern - AWS CloudTrail Lake

Seattle, WA

- **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, increasing conversion rate by 15%
- Increased the free trial data retrieval efficiency by 60% by creating a thread-safe cache accessor using Java
- Leveraged internal tool to allow customers to import past 14 days of data for free, processing 300M+ events/day
- Increased unit test coverage by 20% across data ingestion and query engine microservices using JUnit and Mockito

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, helped debug, 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
- 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

June 2022 - August 2022

Software Engineer Intern - University Platform

Sacramento, CA

- **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

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

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
- 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

Leadership & Awards

Jane Street, FOCUS Fellow

January 2023

Code Coogs, Teams Director

May 2022 - May 2023

Most Creative Use of GitHub, HackTX

October 2023

1st Place, VEX Robotics, CFISD Tournament Champions

November 2019