

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, Go, JavaScript, TypeScript, C++, Java, HTML, CSS, SQL

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

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

Experience

University of Houston

Houston, TX

Teaching Assistant - COSC 3380: Database Systems

January 2024 - Present

- **Technologies:** SQL
- Reinforced database systems concepts such as normalization, transactions, concurrency control for 100+ students
- Led weekly labs, conducted office hours, helped debug, and provided feedback on SQL assignments

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 the billing system
- Enabled free imports of event data from the past 14 days by modifying data ingestion microservices using Java
- Optimized the free trial data retrieval process by 60% by developing a thread-safe cache accessor using Java
- Increased unit test coverage by 20% across data ingestion and query engine microservices using JUnit and Mockito

UnitedHealth Group

Minneapolis, MN

Software Engineer Intern - OSTIS 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, Supabase, Vercel

- Designed and developed a REST API in Go to serve as the backbone of a coding club's digital infrastructure
- Streamlined membership, payment, and event workflows by 75% via API integration on club's website and Discord

CoCo Bot | TypeScript, Discord.js, Heroku

- Developed a discord bot for a coding club to verify membership, view points, and leaderboard for 1,270+ users
- Improved the club's task management system by adding commands for officers to manage and assign todos

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