

Daniela Schneider

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EDUCATION

University of Virginia, School of Engineering and Applied Science

Aug. 2022 – May 2026

Bachelor of Science in Computer Science; GPA: 3.8/4.0

Charlottesville, VA

- **Clubs & Activities:** Engineering Student Council, Women in Computing Sciences Mentor, Take Back the Night (President), Hillel Chutzpah Mentorship Program, Virginia Entrepreneurship Organization (former Secretary), Rock Climbing Team, Zeta Tau Alpha (Member Class Representative), Clash of Clans Club
- **Study Abroad:** UVA in Valencia Program (Spring 2025)
- **Relevant Coursework:** AI, Cybersecurity, Internet Scale Applications, Human-Computer Interaction, Compilers

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, GraphQL, TypeScript/JS, HTML/CSS, Assembly, Matlab, Lean

Frameworks, Libraries, and Tools: AWS, Git, Bruno/Postman, Docker, VSCode, React, Flask, Figma, Swagger, NodeJS, CI/CD, Kubernetes

PROFESSIONAL EXPERIENCE

Rivian Automotive

May 2025 – Aug. 2025

Software Engineering Intern

Palo Alto, CA

- Engineered a full-stack automated system for generating official vehicle disclosure documents, reducing time-to-delivery for the sales team by 90%, eliminating all manual intervention, and removing dependency on an external entity for watermarking.
- Served on the Internship Executive Board as a S2025 intern cohort representative; acted as the primary liaison between interns, the University Relations team, cross-functional stakeholders, and senior leadership to drive engagement and communication initiatives.

The Board of Life

June 2024 – Aug. 2024

Software Engineering Intern

Remote

- Translated design mock-ups and wire-frames into fully functional, responsive web pages integrated with HubSpot's CRM, automating the process of lead capture, tracking, and follow up thus improving overall lead management
- Analyzed 8 weeks of recorded interpersonal exchanges to construct a custom GPT to replicate the style, tone, and humanistic mannerisms of between participants

University of Virginia

Aug. 2025 - Present

Software Engineering [CS3240] Teaching Assistant

Charlottesville, VA

- Oversaw two agile project teams of 5–6 students each in designing and building web applications, with both teams earning final scores in the top 25% of the class

Dueflow

Dec. 2025 - Present

Product Manager

Charlottesville, VA

- Built initial product-engineering pipeline, defined user test plans, and translated user feedback into a prioritized road-map, shipping new capabilities resulting in 70+ new users on-boarding.

PROJECTS

HoosHelping | Django, Heroku, MySQL, Amazon S3

Aug. 2024 – Dec. 2024

- Web based project management application for community service organizations on grounds and in the greater Charlottesville area equipped with in app communication, security authentication, social media integration, to-do lists, calendars and more.

TIPC Compiler | C++, CATCH2

Aug. 2024 – Dec. 2024

- Extended previously existing SIPC parser, AST, AST Builder, PrettyPrint, Semantic Analysis, Code generation, and optimization to include new TIPC functionality (e.g. arrays, loops, arithmetic).

Smart Ways to Live | Figma, Ritech 3D goggles, iMovie, Epson Projector & Screen

Jan. 2024 – May 2024

- Co-led a team through the UX cycle of creating a VR application set to improve financial literacy of young adults through an engaging *Choose your own adventure* format simulating a spectrum of real-world financial scenarios.

FuelShare | React Native

July 2024 – Present

- IOS mobile application that allows drivers of shared vehicles to log mileage and split the cost of gas accordingly