

Daniela Schneider

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EDUCATION

University of Virginia

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 (WiCS) Mentor, Take Back the Night (President), Hillel Chutzpal 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

TECHNICAL SKILLS

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

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

PROFESSIONAL EXPERIENCE

Software Engineering Intern

May 2025 – Aug. 2025

Rivian Automotive

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.
- Collaborated with the Brand & Marketing team as part of the Internship News Team to write engaging stories and publish content on Rivian's official LinkedIn pages, enhancing visibility of the intern experience and brand storytelling.
- Served on the Internship Executive Board as the 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.

Software Engineering Intern

June 2024 – Aug. 2024

The Board of Life

Remote

- Translated design mockups and wireframes 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

Software Engineering [CS3240] TA

upcoming, August 2025

University of Virginia

Charlottesville, VA

- Aid students understanding in the following course concepts: modern software practice for multiperson projects; methods for requirements specification design, implementation verification and maintenance of large software systems; advanced software development techniques

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 | *Swift, Swift UI, TBD*

July 2024 – Present

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