DANIELLE ALVAREZ

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EDUCATION

University of Florida   August 2021- December 2024
Bachelor of Science in Computer Science & Certificate in Artificial Intelligence   *Gainesville, FL*

Relevant Coursework: Operating Systems (Linux), Computer Networking, Computer Security, Information and Database Systems, Software Engineering, Data Structures & Algorithms

EXPERIENCE

Application Developer Intern   May 2023 – July 2024
L3Harris Technologies   *Remote*
- Collaborated with product management team to define and track KPIs for the Mission One project, aligning development efforts with business goals
- Redesigned website interfaces in collaboration with the UX/UI team, conducted interviews with 5+ employees, and implemented new designs using CSS on ux.l3harris.com.
- Presented ABAP development impact and Fiori tile organization to CIO and stakeholders, improving workflows by 30% and demonstrating fintech application in enterprise resource planning.

Information Technology Supervisor   Sep. 2021 – Present
University of Florida   *Gainesville, FL*
- Researched and implemented solutions by troubleshooting for 20+ daily technical issues across VPN, Wi-Fi, Duo MFA, Canvas LMS, VMWare virtualization software, and Microsoft Platforms, providing timely resolution.
- Managed daily operations by overseeing a team of 10+ employees, while communicating with clients, resolving ticket issues and upheld information security practices

PROJECTS

Travel Agency Database | *SQL, Database Design*   November 2024
- Designed and implemented a relational database system with 8 interconnected tables managing travel bookings, customer data, and trip information.
- Created complex SQL queries implementing foreign key constraints, cascading operations, and data integrity rules.

Glacier Game Engine | *C++, OpenGL, Dear ImGui*   October 2024 – December 2024
- Developed user interface for a custom game engine using Dear ImGui, with interactive windows and controls for manipulating 3D objects and game logic.
- Designed and implemented an intuitive editor interface, allowing for easy modification of object properties and scene hierarchy management.

FlagIt | *Python, Flask, HTMX, Peewee, Ludic, SQLite, Tailwind*   June 2024 – Present
- Technical lead/project manager for a frontend and backend web app serving 1,000+ users, applying agile principles.
- Engineered responsive design using Tailwind CSS for seamless UX across devices.
- Oversaw an agile team: communicating goals, assigning roles and tasks.

VisionVideoRoulette | *VisionOS, Web Kit, Swift, Git*   April 2024
- Led team to 1st place in XR/AR Category at UF WiNG Hacks, leveraging Swift and Xcode.
- Engineered a YouTube-like app for Apple Vision Pro, implementing gesture controls and spatial audio for immersive viewing.
- Built a dynamic video playback system using SwiftUI and WKWebView with efficient API integration.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, HTML/CSS, Swift, TypeScript
Frameworks: React, Node.js, Flask, Tailwind
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Xcode, Figma
Operating Systems: Windows, Linux, MacOS, iOS
Databases: MariaDB, SQLite
Certification: Microsoft Certified: Azure AI Fundamentals