

DANIELA RAMOS GARCIA

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EXPERIENCE

Uber Technologies Inc

Software Engineering Intern

June 2024 - Oct. 2024

San Francisco, CA, USA.

- Worked as a Frontend Engineer on the UberEats Web Growth team, collaborating closely with Product Managers and Designers to revamp the store view under specific conditions. Led the entire project lifecycle, including scoping, documentation, implementation, analytics, monitoring, and public rollout. This initiative is projected to drive 25M clicks annually and successfully increased the conversion rate for placing an order from 0.02% to 2%.

Uber Technologies Inc

UberSTAR Software Engineering Intern

June 2023 - Sep. 2023

San Francisco, CA, USA.

- Developed a web application utilizing React and TypeScript as part of the team's internal tool, enabling team members to configure the Robots.txt file for both UberEats and Postmates platforms without necessitating programming expertise.
- Engineered both front-end and back-end components to facilitate RPC requests for the purpose of data retrieval and modification within the UI.

SKILLS

Languages: SwiftUI, JavaScript, TypeScript, C++, Python
Technologies: React, Node.js, MySQL, Angular

SOFTWARE ENGINEERING PROJECTS

Consultame IOS App SwiftUI, React, CreateML, JavaScript, WebSocket

- Developed an iOS app addressing communication barriers between deaf patients and doctors. Managing medical history, communication during consultation, implementing speech-to-text and text-to-speech functionality in a chat-like UI, and consultations history.
- Established a Web Platform for doctors to visualize real-time conversations from the app using WebSocket, providing the ability to highlight or edit the conversation in case of Speech-to-Text malfunction.

AtosLearning React, ASP.NET, C#, Unity, JavaScript, MySQL, Azure

- Created a web platform within the ASP.NET environment, envisioned for educators and students to facilitate the creation and assignment of quizzes while offering comprehensive data analytics on student performance.
- Developed a Unity game using C#, providing students with a gamified format for quiz completion.

SmartPark MySQL, Arduino, React, SQL Workbench, IoT

- Built prototype for a smart parking system, amalgamated circuit connections with Arduino programming to establish an internet-connected framework and show data on web application.
- Transmitted data to an SQL database, and presenting this information on a web page as chart table and statistics for data analysis. Implementation of physical circuit connections, underscoring IoT principles.

OTHER PERSONAL PROJECTS

Third place at IOS FemCoding Hackathon by Enactus 2023

LeanSixSigma Whitebelt certification.

Third place at Banorte challenge at 2022 Hackathon

EDUCATION

Tec de Monterrey. ITESM. B.S. in Computer Science and Tecnology (Eng).

Aug. 2021 - May 2025

- Academic Talent scholarship.
- Member of WIT. Student society of Women In Tech.
- Outstanding Engineering Students Recognition January-June 2024 Semester.
- Member of SwifTec. Student Association of IOS development and conducted workshops for other students.

"From then on, when anything went wrong with a computer, we said it has bugs in it"-A quote from Grace Hopper that I really like.