

Danielle Muhlenberg

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EDUCATION

UNIVERSITY OF CALIFORNIA,
IRVINE GRADUATING FALL 2020

School of Information &
Computer Sciences

BS IN INFORMATICS | 3.9 GPA

Specialization: Human
Computer Interaction

LANGUAGES + SKILLS

LANGUAGES

C++, C#, HTML, Java, Python,
JavaScript

FRAMEWORKS

jQuery, Node.js, ReactJS,
React Native, Three.js, Vue.js

DATABASES

Firebase, MongoDB, MySQL

TECH

Android Studio, Azure, Git,
LaTeX, SVN, Unity

LEADERSHIP

WICS 2019-2020

CORPORATE CHAIR

Women in Information & Computer
Sciences

- Secured 12 company sponsorships raising \$4K
- Led committee

VENUSHACKS 2019-2020

CORPORATE DIRECTOR

- UCI's First Women's Hackathon
- Raised \$10K in sponsorships
 - Directed corporate strategy

RECOGNITION

2ND PLACE GOOGLE TECH
CHALLENGE May 2019

GRACE HOPPER SCHOLARSHIP
(X2) June 2018 & '19

TOWN AND GOWN
SCHOLARSHIP June 2019

DEAN'S HONOR LIST All Quarters

EXPERIENCE

MICROSOFT June 2020 - Present

SOFTWARE ENGINEERING INTERN

- Wrote PySpark scripts to join the internal Microsoft Teams datasets in Databricks in order to explore areas in which the Teams experience can be improved.
- Built an environment to automate machine learning scripting with logistic regression where users could select variables to generate summaries and visuals.

MIDMARK June 2019 - June 2020

SOFTWARE ENGINEERING INTERN

- Created a medical device and patient EMR web app from the ground up using front-end technologies along with a SQL database & a REST API.
- Worked on optimizing the back-end in C# to effectively connect the web app with various medical devices and communicate the results.

PROJECTS

ICS SEARCH ENGINE | PYTHON JS HTML NODE.JS

- Created a search engine that crawls the School of ICS domain and built the UI to query, retrieve, & display results.
- Stored and retrieved lemmatized tokens with calculated tfidf scores & metadata in an inverse index in MongoDB, then used cosine similarity to display ranked relevant results for the user's query.

IMAGE RECOGNITION-FOCUSED MOBILE APP FOR AUTISM | REACT NATIVE

- Created a cross-platform mobile application for The Innovation Lab to gamify the completion of daily tasks for kids with Autism. Designed the database in MySQL, and used Firebase for media storage & retrieval. Task completion was validated using image recognition utilizing Google Vision's API.

VIRTUAL HELP CENTER | VUE.JS

- Designed & developed an online tutoring center to connect students with tutors. Used MongoDB for the database and Ably for the pub sub model to modify user queues & update the UI in real-time.
- Some features included: CMS for admins to modify users, session rating system, synced countdown to accept the session once matched, session histories, and the ability for students to cancel, edit, & re-open a session.

RESEARCH

CYBER SECURITY REU June 2020 - Present

- Assisted in refining curriculum for cyber security modules under Professor Ziv.

CONECTAR March 2019 - Present

- Conducted research on teaching CS concepts to underprivileged youth.

SANA Sep. 2019 - December 2019

- Used C++ to successfully refactor the global alignment network code for macOS, resulting in a cross-platform application.

NASA JPL / UCI Sep. 2018 - June 2019

- Created a global warming simulation game on top of VESL (Virtual Earth System Laboratory) using Three.js, PHP, HTML, and Python.