

# DANIEL A. ROMERO MORGADO

Gainesville, FL • [romero.daniel@ufl.edu](mailto:romero.daniel@ufl.edu) • [danielromeromorgado.github.io](https://github.com/danielromeromorgado) • [linkedin.com/in/danielromeromorgado](https://www.linkedin.com/in/danielromeromorgado)

## EXPERIENCE

**Florida Community Innovation Foundation** | React, JavaScript/TypeScript, HTML/CSS

**October 2024 - Present**

Web Developer/UX Intern

- Contributed to the development of the Florida Resource Map, an innovative public service platform aimed at providing over 4,000 trusted resources to underserved communities across Florida.
- Collaborated with a cross-functional team to execute a full website redesign, focusing on enhancing UI/UX to create a user-friendly interface.
- Worked on improving access to essential services, supporting the organization's mission to bridge resource gaps for residents in need of critical support, such as healthcare, housing, and education.

## PROJECTS

**AVL Tree** | C++, Regex

**September 2024**

- Developed a fully functional AVL Tree implementation in C++ with key operations such as insertion, deletion, search, traversal methods, and automatic self-balancing capabilities.
- Designed comprehensive test cases to validate AVL Tree functionality, including edge cases for balanced and unbalanced trees.

**Professional Portfolio Website** | JavaScript, HTML, CSS, Figma

**August 2024**

- Designed and developed a dynamic personal portfolio website to showcase a comprehensive collection of projects, technical expertise, and professional experiences.
- Highlighted expertise in game development, UI/UX design, and software engineering, ensuring a visually appealing layout and seamless navigation.

**WingCity** | C#, OpenAI API, Unity, Pixel Studio

**April 2024**

- Spearheaded the development of an educational and mentorship-driven game aimed at addressing the gap in mentorship opportunities for women, non-binary, and gender non-conforming students for the WiNGHacks Hackathon.
- Integrated OpenAI's API into Unity to create an innovative game that enabled intelligent interactions and personalized mentorship experiences for players.

## LEADERSHIP AND INVOLVEMENT

**Society of Hispanic Professional Engineers (SHPE)**

**September 2024 - Present**

UI/UX Director

- Designed the UI/UX design of SHPE UF's mobile app and website, prioritizing user-centered design principles.
- Utilized Figma to create wireframes, prototypes, and interactive mockups, streamlining the design-to-development workflow.
- Applied the Laws of UX to improve user experience, ensuring intuitive navigation, accessibility, and consistent visual hierarchy.

**WiNGHacks Hackathon UF**

**July 2024 - Present**

Tech Support Committee Chair

- Led UF's first hackathon focused on addressing issues faced by women and gender-nonconforming students.
- Created and managed the DevPost and Discord, while ensuring seamless communication and collaboration among over 100 participants and committee members throughout the event.

**Hispanic Member Leadership Program**

**June 2023 - May 2024**

Mentorship Director

- Paired 40 incoming members of the HSA MLP Program with upper-class students to provide professional, academic, and social guidance.
- Organized events to foster relationships between mentors, mentees, and other program members.

## EDUCATION

**University of Florida**, Gainesville, FL

**May 2026**

**Bachelor of Science in Computer Science and Digital Arts and Sciences**, Herbert Wertheim College of Engineering

**GPA 3.8**

**Relevant Coursework:** Data Structures and Algorithms, Discrete Structures, Computational Linear Algebra, Computational Media, Computer-Aided Modeling, Computer Model Formulation.

## SKILLS AND LANGUAGES

C++, C#, HTML, CSS, Java, JavaScript, Python, Figma, Blender, Unity | Spanish (Native), English (Native)