

Daniella Ghonda

danieog@umd.edu | github.com/danieog

EDUCATION

University of Maryland, College Park

Expected May 2027

BS in Computer Science, Minor in Tech Entrepreneurship

WORK EXPERIENCE

Breakthrough Tech DC, Career Launch Participant, Remote

Nov 2024 - Jan 2025

- **Demonstrated initiative** by pursuing a personal project during winter break by collaborating with three others to create GroceriScout, a website used to find affordable groceries in College Park
- Refined skills in HTML, CSS, and Javascript to help create a product in a timely manner to present in front of a panel of judges

University of Maryland: OUR, Academic Peer Mentor, College Park, MD

Aug 2024 – Dec 2024

- **Guided and mentored over 35 first-year students in launching their research**, offering tailored advice on identifying research interests and opportunities
- Led and mentored 5 student teams, equipping them with essential research and technical skills critical for success in the First-Year Innovation and Research Experience program

First-Year Innovation and Research Experience, Undergraduate Research Assistant, College Park, MD Aug 2023 – Dec 2024

- **Designed and prototyped a colorimetric detection device integrated with a web platform** to analyze test results using Reverse Transcription Loop-mediated Isothermal Amplification technology, enabling efficient and accessible diagnostics
- Enhanced technical and analytical skills through interdisciplinary collaboration and hands-on research in biotechnology and software development, with technologies such as React.js

PROJECTS

GroceriScout: Terp Edition

Jan 2025

- **Developed a web application** that enables users to compare grocery prices across multiple stores in the College Park area, ensuring the best deals are easily accessible
- Built an user friendly interface using HTML, CSS, and JavaScript to allow users to quickly search for grocery items and view price comparisons with ease

Concurrency-Based Social Network Simulation

Dec 2024

- **Designed and implemented a multi-threaded simulation of a social network**, using graph-based data structures where vertices represented users and edges modeled friendships
- Applied concurrency principles to replicate real-world scenarios of simultaneous access and modifications by multiple users via threads and maps

Media Rental Manager

Aug 2024

- **Designed and implemented a robust Media Rental Manager application in Java**, adhering to core object-oriented programming principles for modularity and maintainability
- Developed a reservation and tracking system to manage the rental and return of media items, including automated tracking of due dates, availability, and overdue items

SKILLS

Languages: Java, HTML, CSS, Javascript, React.js

Certifications: ISC² Certified in Cybersecurity, TestOut Security Pro