

Daniela Gallegos Dupuis

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EXPERIENCE

SCHNEIDER ELECTRIC | FIRMWARE ENGINEERING INTERN

Victoria, BC | May 2022 – Dec 2022

- Contributed to an Advanced Metering Team's git repository by testing the verification and validation of ION900 and PM800 Power Meter variants. Utilizing **pytest**, wrote unit **automated tests** verifying a two byte response service and password reset authentication session
- Connected and installed power meters into the team's test rack using various types of network protocols: **ssh**, **ethernet**, **debug card**, **pyion** to ensure they could be accessed and manipulated remotely.
- Actively participated in firmware test planning within an **agile continuous integration** workflow by writing test cases, reports and performing sanity checks

GOOGLE | (SPS) SOFTWARE PRODUCT SPRINT PARTICIPANT

Remote | May 2022 – Aug 2022

- Collaborated with a team of peers to build a **web application** platform for university students to find events and opportunities around the world. Designed and implemented the web application leveraging various **Google Cloud Platform API's**, including **App Engine** and **Datastore** as a team with aid for a project advisor.
- Created a dynamic, interactive **Personal Portfolio**, using **Java servlets**, **JavaScript**, and **HTML/CSS** that responded to real-time user generated data.

UNIVERSITY OF VICTORIA | WECS (WOMEN IN ENGINEERING AND COMPUTER SCIENCE) CLUB Co-President | Jan 2021 – Present

- Held review sessions for mandatory first year computer science courses, presenting to an auditorium of over one hundred students
- Peer-tutored in **C**, **Java** and **Python** programming Languages and built a virtual community of **80+ students**

EDUCATION

BSc. Computer Science, Second-Year Standing UNIVERSITY OF VICTORIA

Sept 2020 | Anticipated Graduation Date: Dec 2024

- Cumulative GPA: 3.3 /4.0, B+
- Extracurricular Activities: **NeuroTech Club**, **AI Club**, **WECS UVic**, **CMD-F** and **Venus Hackathon**, **Competitive Figure Skating**

PROJECTS

MULTIPLE CHOICE PROGRAM

JAVA | AUG 2022

Through WECS I hold a lot of review sessions for mandatory computer science courses and I often brainstorm different ways to make our practice exams content effectively hit both the theory and practice of computer programming. Then I came up with the idea of a multiple choice test about Java written in Java and I had to create it. This project demonstrates an interactive practice test that demonstrated both the theory and practice of programming in Java.

HOPP-ING THROUGH HISTORY

CMD-F HACKATHON, JAVASCRIPT WEB GAME | MARCH 2021

"Hopp-ing Through History" is a web browser game that raises awareness about women in technology and the struggles they have faced throughout history. We wanted to create an easy yet aesthetically pleasing game that would educate players about the impact of women in technology to reduce gender bias.

SMOOSH

KHAN ACADEMY, JAVASCRIPT WEB APPLICATION | AUG 2017

Khan Academy was my first ever exposure to programming and what sparked my passion in pursuing a degree in computer science. I devoured most of the content during a high school summer, and that is where I made my first ever programming project: a simple JavaScript Web game.

SKILLS

Languages and Frameworks: Java, Python, Pytest, JavaScript, HTML/CSS, Bash, C, SQL, JUnit, Linux and Virtual Environments

Technology: Git, pylon, App Engine, Datastore, API, REST, JSON, Google Cloud Console

Soft Skills: Curious, Detail Oriented, organization, time management, team building, communication and problem solving