

Daniela Gallegos Dupuis

 <https://danigallegdup.github.io/>  [danigallegdup](#)  [danigallegdup](#)


Education

University of Victoria Sept 2021 – Dec 2025
B.Sc. in Computer Science ([NSERC Undergraduate Student Research Award Winner](#) )

National University of Singapore Aug 2024 – Dec 2024
Computer Science Exchange Student ([One World Scholarship Winner](#) )

Experience

University of Victoria Victoria, BC
Undergraduate Computer Science Research Assistant Jan 2024 – Jul 2024

- Member of the VIXI Research Lab.
- Built automated analysis tools and reproducible [HCI Experiment](#)  using Python and eye-tracking hardware for real-time HCI experiments.

University of Victoria Victoria, BC
Computer Science Teaching Assistant, CSC110 Sept 2023 – Dec 2023

- Led labs on Python programming and OOP.
- Provided mentorship and debugging support for 100+ students.


University of Victoria Victoria, BC
Computer Science Teaching Assistant, CSC106 Jan 2023 – Apr 2023

- Taught weekly labs on SQL, HCI, and data abstraction.
- Delivered guest lectures on web development.


Schneider Electric Victoria, BC
Firmware Engineering Intern May 2022 – Dec 2022

- Built automated firmware validation tests with Pytest.
- Performed lab work involving hardware integration, CPU replacement, and system wiring.


Google Remote
Software Product Sprint May 2022 – Aug 2022

- Designed and developed a [Web App](#)  using Java, JS, HTML/CSS.
- Built and deployed the backend on GCP using App Engine and Datastore.


Massachusetts Institute of Technology Boston, MA
MIT Reality Hackthon Participant Jan 2023

- Co-created [Quest2 VR Application](#) , in C# that addresses mental health challenges.
- Selected as the only UVic participant to compete at the MIT Reality Hackathon 2023.


Projects

Scalable Stock Trading System [github repo](#) 

- Built a distributed day trading platform capable of handling 17,000+ simulated users.
- Designed a custom FIFO matching engine, JWT-secured APIs, and Redis-based concurrency control.

Wave Rider: Music-Driven Rhythm Game [github repo](#) 

- Developed a rhythm game in Godot synchronized with beat and onset detection using custom MIR scripts.
- Enabled custom song imports and automated beat/chroma/onset extraction via Python (Librosa).

Stock Pulse: Machine Learning Project [github repo](#) 

- Implemented Random Forest, SVM, and LSTM models for stock trend forecasting.
- Performed time-series feature engineering and investment strategy evaluation.