DANIELA GALLEGOS DUPUIS

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EDUCATION

Bachelor of Computer Science, The University of Victoria   Expected December 2024
Relevant Coursework and Extracurricular Activities: Python, C, Java, JavaScript, SQL, Graphs, Trees, Sorting, Searching, Heaps, Hashmaps, Unix/Linux environments, NeuroTech Club, Women in Engineering and Computer Science (WECS) UVic Club

EXPERIENCE

University of Victoria   January 2023 - April 2023
CSC 106: Practice of Computer Science Teacher Assistant   *Victoria, BC*

- Lead a class of 25 students and teaching **Python** and **SQL** syntax and logic and classic data structures and algorithms including **Prim** vs **Kruskal** Minimum Spanning Tree, **Dijkstra** vs **Floyd–Warshall** Shortest Paths.
- Presented a guest lecture to over 100 students about web development, led weekly labs, graded and provided feedback on midterms and assignments.

Schneider Electric   May 2022 - December 2022
Firmware Engineering Coop Student   *Victoria, BC*

- Developed effective **Python** unit automated tests by studying firmware **C** code for validating and verifying ION9000 and PM8000 Power Meter variants.
- Discovered and reported firmware bugs in Rapid **Spanning Tree** Protocol (RSTP), and other **networking** protocols. Actively participated in firmware test planning within an agile continuous integration workflow, including writing test cases, reports, and performing sanity checks.

Google   May 2022 - August 2022
Software Product Sprint (SPS)   *Remote*

- Created a dynamic, interactive personal portfolio using **Java, servlets, JavaScript, and HTML/CSS** that responded to real-time user-generated data. Developed proficiency in essential algorithms and data structures for software internships, including: **tree structures, NP-completeness, hash tables, sort, search and traversal algorithms**.
- Collaborated with a team of peers to design and implement [Posted](#) web application, leveraging various Google Cloud Platform APIs, including App Engine and Datastore, with guidance from a project advisor.

MIT 2023 Reality Hackathon   January 2023
Massachusetts Institute of Technology   *Boston, MA*

- Developed a Quest 2 VR product called [ILLE](#), utilizing **C#** scanline rendering algorithms, exploring tools to address the global rise in mental health illness.
- Collaborated with a diverse group of art, engineering, and psychology students to create a product that promotes self-awareness and reflection.

PROJECTS

[**Multiple Choice Java Program**](#) Developed a **Java** multiple-choice test program to study for a programming exam, combining theory and practice.

[**Hopp-ing Through History**](#) Created a **JavaScript** web game "Hopp-ing Through History," an aesthetically pleasing web browser game that educates players about the impact of women in technology to promote gender equity.

[**Smoosh: Khan Academy**](#) Developed a simple **JavaScript** web game as my first programming project during high school, sparking my passion for computer science.