Daniela Gallegos Dupuis

danigallegdup@gmail.com | 1-250-896-0984| linkedIn/danigallegdup | github/danigallegdup | Personal Website

EDUCATION

BSc. Computer Science, Third-Year Standing Sept 2020 | Dec 2024

University Of Victoria

- Cumulative GPA: 3.0 /4.0, B
- Programming languages and Data Structures: Python, C, Java, JavaScript, SQL, Graphs, Trees, Sorting, Searching, Heaps, Hashmaps
- Extracurricular Activities: NeuroTech Club, AI Club, WECS UVic, Salsa Dancing

EXPERIENCE

UNIVERSITY OF VICTORIA | CSC 106 Teacher Assistant Victoria, BC | Jan 2023 - April 2023

- Debugged and explained Python and SQL syntax and logic.
- Taught classic data structures and algorithms such as trees, graphs, sorting, Prims, and Kruskal's Minimum Spanning Tree, Dijkstra's and Ford-Warshall's Single Source Shortest Paths.Presented a guest lecture, led weekly labs, and provided feedback on midterms and assignments.

SCHNEIDER ELECTRIC | Firmware Engineering Co-op Student Victoria, BC | May 2022 – Dec 2022

- Developed effective Python unit automated tests by studying firmware C code for validating and verifying ION 900 and PM800 Power Meter variants.
- Discovered and reported firmware bugs in Rapid Spanning Tree Protocol (RSTP) response, power-up timing, serial port, and password reset authentication tests. Actively participated in firmware test planning within an agile continuous integration workflow.

GOOGLE | Software Product Sprint Participant (SPS) Remote | May 2022 - Aug 2022

- Collaborated with a team of peers to design and implement a web application leveraging various Google Cloud Platform APIs, 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.

MIT | MIT 2023 Reality Hackthon Massachusetts Institute of Technology | Jan 2023

- Developed a Quest 2 VR product called ILLE, utilizing C# scanline rendering algorithms, 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 authenticity in the future world.

UNIVERSITY OF VICTORIA | WECS Club President Victoria, BC | Jan 2021 - Present

- Led the Women in Engineering and Computer Science (WECS) Club, advocating for diversity and inclusion in future tech.
- Provided peer tutoring in C, Java, and Python programming languages, building a virtual community of 80+ students. Organized review sessions for mandatory first-year computer science courses, delivering presentations to an auditorium of over one hundred students

PROJECTS

MULTIPLE CHOICE PROGRAM Java | Aug 2022

Developed a Java multiple-choice test program to study for a programming exam, combining theory and practice.

HOPP-ING THROUGH HISTORY CMD-F Hackathon, JavaScript Web game | March 2021

Created "Hopp-ing Through History," an aesthetically pleasing web browser game that educates players about the impact of women in technology and reduces gender bias.

SMOOSH Khan Academy, JavaScript Web Application | Aug 2017

Developed a simple JavaScript web game as my first programming project during high school, sparking my passion for computer science.