Daniel Ramirez

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EDUCATION

University of Central Florida (3.5 GPA) — Orlando, FL
Bachelor of Science in Computer Science — *May 2027*

Honors and Awards: Florida Bright Futures Academic Scholar, Top 10 Knights, Dean's List (2 semesters)

TECHNICAL SKILLS

Languages: Python, Java, C, HTML, CSS,
Frameworks & Tools: Git, GitHub

EXPERIENCE

Headstarter AI — July 2024 - September 2024
Software Engineering Fellow — *Remote*

- Engaged in **resume reviews** and **mock interviews** to effectively prepare for opportunities in the tech industry
- Networked with peers and industry professionals through virtual meetups to build connections in the tech field
- Participated in weekly **peer led discussions** and workshops to expand knowledge in AI and software engineering
- Received guidance on software engineering **best practices** from engineers at top companies like Google and Meta

Mister Car Wash — June 2023 - Present
Guest Service Specialist — *Orlando, FL*

- Provide clear, concise **technical advice** to significantly enhance customer understanding and overall experience
- Efficiently multitask in a **fast paced environment** to ensure smooth, efficient operations for **100+ vehicles** per hour
- Collaborate with team members to **optimize workflows**, improving service quality and workplace organization

Fun Spot America Theme Parks — June 2022 - July 2022
Human Resources Intern — *Orlando, FL*

- Streamlined onboarding for **76 new hires** to significantly enhance team integration and overall workflow efficiency
- Performed detailed financial audits, identifying discrepancies and recovering **over $100** in misplaced funds
- Oversaw data tracking for **200+ team members** to ensure accurate, consistent, and up to date management

PROJECTS

Dice Frequency Tracker | *Java*

- Developed a Die class with **encapsulated data** to simulate dice rolls and manage face values via **public methods**
- Programmed a Dice class using **object composition** to model two Die objects and calculate their sum
- Simulated 1,000 dice rolls, tracked outcome frequencies, and generated a histogram to analyze results

Movie Ticketing Queue Simulation | *C*

- Developed C based **queue management** system for theoretical movie ticketing to optimize customer service
- Utilized a **linked list** structure for real time ticketing operations with **O(1) efficiency**, reducing operational latency
- Engineered a simulation algorithm for dynamic customer allocation, significantly optimizing booth operations