

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)

Activities: Knight Hacks, Society of Hispanic Professional Engineers (SHPE)

TECHNICAL SKILLS

Languages: Python, Java, C, HTML, CSS,

Tools: Git, GitHub

EXPERIENCE

Headstarter AI

July 2024 - September 2024

Software Engineering Fellow

Remote

- Engaged in **resume reviews** and **mock interviews** to prepare for career opportunities and job readiness
- Networked with peers and industry professionals through virtual meetups to gain insights 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 guidance** to 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

- Managed data tracking for **200+ team members** and onboarding processes for **76 new hires**
- Performed detailed financial audits, identifying discrepancies and recovering **over \$100** in misplaced funds

PROJECTS

ToDo List | *HTML, CSS, JavaScript*

- Designed a dynamic web app that lets users create, delete, and manage tasks in real time using **DOM manipulation**
- Implemented event driven architecture to capture and process user input to ensure smooth task addition and removal
- Utilized **JavaScript** to enhance interactivity, including creation of list items and actions for seamless experience

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