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)

EXPERIENCE

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

- Developed a **responsive** personal portfolio website using **JavaScript** and **Bootstrap** to showcase projects and technical skills
- Networked with peers and industry professionals through virtual meetups to gain valuable insights in the tech field
- Participated in weekly **peer led discussions** and workshops to further expand knowledge in AI and software engineering
- Engaged in **resume reviews** and **mock interviews** to prepare for career opportunities and job readiness

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

Image Sense | *Flask, TensorFlow, MobileNetV2* — *September 2024*

- Implemented **MobileNetV2** neural model to efficiently classify images and deliver predictions based on user uploads
- Applied **TensorFlow** for **image preprocessing** and **model inference** to achieve accurate classification results
- Configured confidence scores with corresponding classifications, providing clearer insights into **prediction reliability** for users

Listify | *HTML, CSS, JavaScript* — *August 2024*

- Designed a web app that lets users create, delete, and manage tasks using **DOM manipulation**
- Utilized **JavaScript** to improve user engagement by dynamically generating interactive list items and actions

Luck Sync | *Java* — *June 2024*

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

Queue Flow | *C* — *February 2024*

- Developed a queue management system using a **linked list** data structure to minimize operational latency
- Improved processing **efficiency by 45%** with **O(1)** enqueue and dequeue operations over traditional array based methods
- Managed **dynamic memory deallocation** to prevent leaks and **optimize** resource utilization throughout the simulation

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, HTML, CSS
Frameworks & Tools: Flask, Bootstrap, React, Git, GitHub