

# MARIA ZAPATA

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## EDUCATION

<b>UNIVERSITY OF SOUTH FLORIDA (USF)</b> Bachelor of Science- <b>Computer Science</b> ,  • Overall GPA: 3.91/4.0	Expected May 2023 <i>Tampa, FL</i>
<b>UNIVERSIDAD DEL NORTE (UN)</b> Bachelor´s degree- <b>Systems Engineering</b> ,  • Distinguished student - GPA: 4.68/5.0	Expected June 2023 <i>Baq, COL</i>
<b>UNIVERSIDAD DEL NORTE</b> Bachelor´s degree- <b>Pure Mathematics</b> ,  • Distinguished student - GPA: 4.68/5.0	Expected June 2023 <i>Baq, COL</i>

**Honors in University:** Recipient of the USF International Transfer Student **Scholarship**, Recipient of “Orgullo Caribe” **Scholarship**, Part of the **Dean’s list** since 2018 due to the GPA.

## SKILLS

**Tools and technologies** Java, Python, Javascript (Full stack MERN) (Web development), ReactJS, NodeJS, HTML, CSS, Matlab, RStudio, Flutter (Dart) (mobile apps), React Native, C#/C/ C++, Webots (robots), SQL, NoSQL, Postgres, MongoDB.  
**Relevant Coursework:** Data Structures, Complexity, POO, Databases, Compilers, Computer Networks, Data Science, Mobile programming, Operating Systems, Control of mobile robots.  
**Other Skills:** Git, LaTeX, Google Tools, Agile, Scrum, IOS, Linux, Docker, Microsoft Office (Word, Excel), Communication.  
**Values:** Discipline, Leadership, Perseverance, Long-Life Learning, Attention to Detail, and Collaboration.  
**Languages:** Spanish (Native), English (Proficient), French (Elemental).

## PROJECTS

<b>Winner project of the “VII Expo Física Uninorte competition” with a mobile app and SMART HOUSE</b> <i>Project leader, full stack developer</i>  • Led and implemented a comprehensive Android mobile application for controlling a smart house on a real scale, utilizing Java, Android Studios, and Bluetooth modules, and successfully automated 10+ appliances including lights, fans, coffee machines, and door locks. • Directed a 23-person team to successfully deploy a \$2M project that encompassed construction, budgeting, programming, and circuit design with agile SCRUM methodologies.	2019
<b>PassWork: Mobile application for iPhone and Android using Flutter + firebase (NoSQL) to facilitate global company processes</b> <i>Project leader, full stack developer</i>  • Developed an intuitive mobile app that allowed employees to complete daily forms in 3 min, slashing data entry time by 80%, using NoSQL DB with secure and scalable code that met all stability & performance specifications.	2021
<b>Videogame “Otto” for Global Game Jame</b> <i>Full stack developer</i>  • Developed a videogame with a team of 10 professionals with diverse backgrounds within a 48-hours timeframe for a competition. • Built Unity game “Otto” in C#, allowing users to experience the adventure of Otto rescuing Earth-like Mario Bross.	2020
<b>Desktop app and game, “Disney Akinator”</b> <i>Full stack developer</i>  • Developed a game featuring Mickey Mouse, deploying an approach to Artificial Intelligence algorithms to guess player character choices with 80% accuracy. • Interactive guessing game based on the original video game, Akinator. Using Java to accurately predict users’ thoughts, utilizing binary trees and graphs for data storage and accuracy.	2020
<b>Final Project: Machine learning to analyze stock market data, using python</b>  • Optimize the decision-making process using machine learning and historic datasets to reach better investments.	current

## HONORS

<b>First in the regional Mathematics Competition, at school, in the upper-level category</b> Math competition to challenge your advanced math skills at high school level	2016 Universidad Antonio Nariño; Bq, Col
<b>Featured in the newspaper “El Heraldo” (Barranquilla´s newspaper) as a student with exceptional talents</b> The rector of the IDPHU school called outstanding students in academic skills for an interview with the Heraldo newspaper	2018 Baq, Col
<b>Earned top scores on state test (Prueba Saber Pro)</b> Scored in the 100th percentile in both Computer science and all professional careers in the national test used to measure the degree of progress of students near the end of a professional program	2022

## LEADERSHIP AND VOLUNTEERING

<b>MEMBER OF SOCIETY OF HISPANIC PROFESSIONAL ENGINEERS (SHPE)</b> <i>Member of SHPE for the University of South Florida Chapter</i> Attended National Conference in Charlotte, 2022	Current
<b>Association for Computing Machinery(ACM) Universidad del Norte</b> <i>Executive Board and Treasurer</i> Successfully developed plans for financing 100% of virtual and in-person events and planned workshops to help members improve their skills.	2021-2022