NICOLAS DONATI

Software Engineer / Computer Science Student

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EDUCATION

Monterrey's Institute of Technology and Higher Education   Monterrey, México
B.S. in Computer Science and Technology   *Expected Graduation: May 2027*
- **GPA:** 94.2/100
- **Related Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Computer Architecture and Embedded Systems, Engineering for Software and Systems
- **Awards:** Academic Excellence Scholarship

EXPERIENCE

Full Stack Developer   June 2024 – January 2025
DMIC   *Querétaro, MX*
- Engineered an internal operations application using **React** and **Node.js**, reducing project management time by **30%** and enhancing inventory control processes across multiple departments.
- Spearheaded and deployed a responsive website using the Next.js framework, optimizing user experience and performance, which resulted in a **180% increase in monthly visits**.
- Designed and implemented a real-time project tracking system utilizing **WebSockets**, significantly improving client communication and cutting customer complaints by half.

Junior Software Engineer   April 2024 – September 2024
Rustiker   *México, MX*
- Developed an AI chatbot leveraging **OpenAI APIs** and **Python**, reducing customer response times by **75%** and boosting conversion rates.
- Orchestrated the automation of routine customer service tasks, reducing labor costs by **80%** while efficiently handling over **500 daily inquiries**.
- Created comprehensive data visualization dashboards using **Tableau**, providing actionable insights that contributed to improved sales performance.

Back End Developer Intern   May 2023 – August 2023
AXA   *London, UK*
- Refined payment disbursement algorithms using **Python**, reducing processing latency by **20%** and achieving near-perfect transaction accuracy.
- Designed a robust **RESTful API** using **Django**, facilitating seamless integration with three major internal systems and improving data flow.
- Built an automated reporting tool for insurance claims, increasing daily report generation by **2 cases per agent** and substantially reducing manual workload.

PROJECTS

Hack NASA — Third Place | *Django, PyTorch, TensorFlow* | BIMM   October 2024
- Developed BIMM, an advanced data processing program for analyzing and visualizing potential seismic activity signals from Mars and the Moon, optimizing data transmission to Earth.
- Utilized **PyTorch** and **TensorFlow** to implement a 7-step pipeline for data reduction, achieving an average of **95% file size reduction**, significantly enhancing the efficiency of extraterrestrial data processing.

MLH Hackathon, Finalist | *Django, TensorFlow, Google Cloud* | GreenGuard   September 2024
- Built GreenGuard, a plant disease detection platform, using Machine Learning and convolutional neural networks. Reached finals at HACKMTY, one of America's largest hackathons.
- Led full-stack development as Project Manager, using Django and TensorFlow. Deployed on Google Cloud, competing for a spot at Hack Harvard.

TECHNICAL SKILLS

Programming Languages: C++, Python, SQL, JavaScript, Java.
Frameworks: Node.js, Django, Spring Boot, React.
Developer Tools: PostgreSQL, Redis, Apache Kafka, AWS, Google Cloud.