

# DANIELA ISABEL TRAVIESO

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## EDUCATION

### University of Florida

May, 2020

- Bachelor of Science in Computer Engineering, GPA: 3.64

## EXPERIENCE

### Personal Website

February, 2017

- Developed a website using HTML/CSS to display projects and more information at dtravie.com

### Simpatico

January 2017 – Ongoing

- Working on a social media application for hackathons called Simpatico
- Intended for team building, mentor searching, friendships, and relationships
- Drew concept art, brainstormed logos, and created mockups of layout

### SwampHacks, hackathon at UF

January 20 – 22, 2017

- Lead a team of 2 people, one a graphic designer and the other a Java programmer
- Designed the user interface for a random decision making application with Swift and Xcode
- Attached functionality to buttons and layout of action panes with the Xcode storyboard utility
- Included labels and signifiers so the user can understand their interactions with the product

### 1<sup>st</sup> place in Computer Game and Simulation Programming, Future Business Leaders of America

January, 2014

- Singlehandedly created a puzzle-based game using GameMaker Studio
- Designed 4 game levels and a menu by drawing up a pixel-art user interface in MSPaint
- Developed character/space interaction by self-testing it to ensure a smooth user experience

## LEADERSHIP

### Outreach Chair, Association of Computer Engineers (ACE)

January 2017 – Ongoing

- Responsible for coordinating outreach programs for a club of 760+ members
- Received a gift from Google igniteCS to implement a robotics outreach program at a school
- Initiated an outreach committee and recruited 15+ volunteers to encourage collaboration
- Arranged for ACE's involvement in Engineer's Week 2017 by coordinating 5 events
- Organized 4 events and workshops to introduce fundamentals of CpE to the community
- Supervised equipment security and software upkeep of the PC, Oculus Rift, and Snap Circuits
- Tabled at involvement fairs for 20 hours resulting in positive marketing of our events

### Technical Officer #1, Software Engineering Club (SEC)

January 2017 – Ongoing

- Previous media coordinator and current technical leader for a club of 1,700+ members
- Delivered a GUI/Swing tutorial alongside a fellow officer using a MadLib example
- Responsible for documenting 5 tutorials with pictures and videos
- Edited videos, and uploaded tutorials to Youtube so that anyone can view the workshops

### Secretary, Braddock Model United Nations (BMUN)

2015 – 2016

- Wrote meeting minutes and worked with Student Activities faculty for a club of 40+ members
- Single-handedly drafted the first Constitution and Bylaws for the inception of the club
- Coordinated competitions to MICSUN and FIMUN for 30+ people each by calling companies

## SKILLS AND INTERESTS

Java, C++, Swift, HTML/CSS

August 2016 - Ongoing

Bilingual (English and Spanish)

Ongoing

Attends twice-weekly salsa and bachata lessons with Gator Salsa

September 2016 - Ongoing