DANIELA ISABEL TRAVIESO

// dtravie@gmail.com // 305-342-8073 // handydani.github.io // github.com/handydani //

EDUCATION

University of Florida, Bachelor of Science in Computer Science, GPA: 3.35   *Fall, 2019*
- **Coursework** — Operating Systems, Programming Language Concepts, Object-Oriented Programming, Software Engineering, Computer Aided Modeling, Databases, Microprocessor Applications, Computer Organization, Data Structures and Algorithms
- **Languages and tools (in order of proficiency)** — C++, Python, OCaml, SQLite, C, Java, ANTLR4, Javascript, MEAN stack, React JS, Material UI, Electron, HTML/CSS, assembly, and Blender

EXPERIENCE

Engineering Practicum Intern, App Engine SRE, Google San Francisco Office   *May, 2018 –*
- Automated 75% of a process by which App Engine is decommissioned from a zone.   *August, 2018*
- Impacted the team's ability to meet quarterly OKRs by laying the foundation for this mission-critical project, contributing to most of its completion, discovering new/hidden dependencies, and correcting mistakes in the existing documentation.
- Used Python, automation frameworks, protocol buffers, and company APIs to implement this project. Unit tested code using mock RPC calls and golden data.
- Reviewed quality, readability, and reusability of code with mentors and hosts.
- Co-designed a graph which detailed the steps to be automated ('nodes') and their dependencies.
- Co-authored a design document which described the objective and the nodes to be automated.
- Organized a project plan to detail weekly sprints and measure progress against a master deadline.

Teaching Assistant, Programming Fundamentals 2, University of Florida   *August, 2018 –*
- Employed for 15 hours/week as an engineering tutor to teach, grade, proctor, and help students in a class where they learn C++ and simple data structures/algorithms.   *December, 2018*
- Responsible for leading 3 discussion sessions where students get help on their lab and take a lab quiz.
- Coded a script using Python and the Canvas API which simplified the grading process substantially.

Polysubstance Abuse Application, Freelance Project for Dr. Cottler, Associate Dean for Research - CPHHP   *February, 2019 –*
- Contributed to the development of an application which intends to modernize a research group's ability to collect data from survey participants about their concurrent drug use.   *Present*
- Wrote code using React JS, Electron, and Material UI components to improve the UI. Designed a config file to propagate information so that non-technical researchers can easily modify the application.
- Utilized Agile development to modify specs and churn out new versions following client-developer interactions and user-experience testing.

Tutorials and Presentations at the University of Florida   *April, 2017 –*
- Presented a Python workshop for SWE with 2 web scraping examples to open a website from the command line and to download a book from the internet.   *Present*
- Created an AngularJS tutorial for WiCSE by making a bookshelf example to add/remove books.
- Produced a chatbot tutorial using NodeJS, the Slack API, the IBM Watson Conversation API, and Heroku.
- Designed a personal website tutorial using HTML, CSS, and Javascript.

LEADERSHIP

President, Former Vice President and Outreach Chair, Association of Computer Engineers (ACE)   *January, 2017 –*
- Elected to be President. Responsible for leading professional development and mentorship.   *Present*
- Mentored new CS students for 5 consecutive semesters as a part of ACE's mentorship program.
- Founded a Google igniteCS chapter to pioneer a 5 week VEX iQ program at a middle school to expose mentees to STEM and provide leadership opportunities for mentors.
- Headed the igniteCS program and delegated responsibilities to a group of 5 student leaders.
- Trained and mentored the External Outreach Chair to take over for year 2 of igniteCS successfully.
- Organized 10+ events to teach kids with VEX robotics, Snap Circuits, and Hour of Code workshops.
- Nominated for the University of Florida's 'Club Member of the Year' for work involving ACE (2018)