

# LIZBETH MARIBEL MELENDEZ DELGADO

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## EDUCATION

**BS in Computer Science and Technology** ..... August 2019 – June 2024 (expected)  
*Tecnologico de Monterrey Campus Guadalajara* ..... Grade: 98/100  
*Relevant courses: Object-Oriented Programming, Data Structures and Fundamental Algorithms, Software Development.*

## EXPERIENCE


**Microsoft** ..... August – December 2023  
*Software Engineer Intern* ..... Redmond, WA, USA  
- Automating the generation of **C#** client code by developing an **API** JSON specification document in order to reduce human error, improve efficiency and facilitate maintenance and upgrades of various services.


**LinkedIn** ..... May – August 2023  
*Software Engineer Intern* ..... New York, NY, USA  
- Developed a one-page design document to gather feedback, iterated based on input, and implemented a new endpoint to provide data to client platforms (web and mobile), including filtering to reduce client-side workload.  
- Conducted **Java** unit testing and collaborated with client developers for seamless integration.


**Woko** ..... October – December 2022  
*Software Engineer Intern* ..... Monterrey, NL, Mexico  
- Migrated website from WordPress to **HTML**, **CSS**, and **JavaScript**, improving performance and customization.  
- Added a new module to the management system for real-time client status tracking, payment records, and future payments, enhancing client management and financial analysis capabilities.

**LinkedIn** ..... June – September 2022  
*Android Engineer Intern* ..... San Francisco, CA, USA  
- Implemented four messaging sounds with the SoundPoolAPI to provide user feedback for successful actions.  
- Enhanced accessibility by implementing a swipe gesture for quick access to 3 inbox shortcuts while achieving reusability of action methods through code refactoring, utilizing both **Java** and **Kotlin** for improved efficiency.  
- Designed, wrote and executed unit tests in Kotlin to ensure inbox shortcuts' functionality and consistency.

## PERSONAL PROJECTS

**Soundwave**  ..... November – December 2022  
- Developed a music website with **React**, designed using **Figma**, consuming data from a **Node.js** API.  
- Implemented **MySQL** backend and earned recognition as best project upon Railway hosting deployment.

**Traffic Simulation**  ..... November – December 2021  
- Modeled traffic patterns on two streets using **AgentPy** and simulated data for 1 to 20 cars.  
- Displayed the results in a web interface using **three.js** for effective visualization and analysis.

**Endless runner game**  ..... April – June 2020  
- Developed a 2D **Unity** endless runner game, enabling user interaction via keyboard inputs for entertainment.  
- Collect coins and navigate obstacles within the game for an engaging player experience.

## SKILLS

*Programming Languages*  
3 years: ..... C++  
1 year: ..... Java, Kotlin  
6 months: ..... Python, JavaScript  
*Technologies*  
Figma, HTML, CSS, React, Unity, Android, Git, GitHub,  
MySQL, Node, Jira, Agile, Visual Studio, PHP, Railway.

## VOLUNTEERING

**Prepanet** ..... August 2022 - 2023  
- Elected among the top three best tutors by students at Tec de Monterrey's Prepanet online high school program.  
**Beautiful Patterns MIT Program** ..... January 2022  
- Assisted middle and high school girls in a Python course aimed at encouraging their interest in technology.