

MARÍA PAULA MORA

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EDUCATION

AB Degree at Dartmouth College, Hanover, NH

Jun 2022

Major: Computer Science Modified with Digital Arts, *Minor:* Human-Centered Design

GPA 3.96/4.0

Relevant Coursework: Software Design & Implementation*, Foundations of Applied Computer Science*, Artificial Intelligence, Object-Oriented Programming*, Computer Graphics*, AR/VR Design, 3-D Digital Modeling*, Accelerated Computational Linguistics, Computer Animation, UI/UX Design

Honors: Summa Cum Laude, 11 Citations for Academic Excellence *

SKILLS

- Computer Languages: Python, Java, C, C++, C#, Bash/Unix Shell, SQL, JavaScript, HTML, Objective-C, Swift, React, GraphQL, Relay, and CSS
- Other Technical Strengths: Autodesk Maya, MNE analysis, Machine Learning, Virtual Reality, Unity, Figma, Xcode, Git, Twine, Jellyfish, Linux, and SugarCube
- Languages: Spanish (Fluent), English (Fluent), and French (Proficient)

WORK EXPERIENCE

Facebook Inc., Menlo Park, CA

Software Engineer

Sep 2022 - Nov 2022

- Worked with the Connectivity Partner Impact team in Front-end web portal development to increase partner revenue

Software Engineer Intern

Jun 2021 - Sep 2021

- Worked on the WhatsApp iOS Logging team editing log uploading methods to fit Apple's requirements to build for iOS 15

DALI (Digital Applied Learning and Innovation) Lab, Hanover, NH

UI/UX Designer

Mar 2021 - Jun 2021

- Developed a digital platform to teach Dartmouth's Full-Stack Web Development class to increase the number of students able to take the class by 10 fold, avoiding the year-long waitlist needed to enter the course.

Dartmouth College - Computer Science Department, Hanover, NH

James O. Freedman Presidential Scholar Research Assistant

Sep 2020 - Jun 2021

- Worked in the computer science lab creating machine-learning algorithms that train classifiers
- Classified unknown microstructures in order to be able to make predictions about the environment

SILVR Project Research Assistant (Facebook Funded)

Jan 2021 - Mar 2021

- Helped create digital models for an interactive AR/VR world where people can gather

Teaching Assistant for Digital Animation, 3-D Digital Modeling, Intro to Computer Programming

Mar 2020 - Jun 2021

- Lead weekly sections of 5 students to review python concepts, assist in debugging, and solve any Autodesk Maya issues
- Graded projects and exams for 55+ students and provide personalized feedback on code functionality and style

Dartmouth College – Psychology Department, Hanover, NH

Sep 2019 - Sep 2020

Sophomore Scholars Research Assistant

- Coded in C# and designed in *Unity3D* to study the effects of a VR stimulus on the human brain using an fMRI scan
- Processed 300 data sets from EEG studies using *MATLAB* and analyzing said data to apply them to Machine Learning

Compartamos la Mesa, San José, Costa Rica

Co-Founder of Campaign

Apr 2016 – Jan 2022

- Introduced a bill to Costa Rican Congress to construct a viable non-profit route to donate food without fear of a lawsuit
- Gathered the endorsement of over 10 congressmen including the country's vice president at the time, Ana Helena Chacón
- Distinguished as one of Harvard University's Global Trailblazers

ADDITIONAL INFORMATION

- Achievements: Phi Beta Kappa, 2021 Code 2040 Fellows Finalist, Treasurer of LASA , Housewoman for Sigma Delta
- Activities: Coder Dojo, Women in Computer Science, Templating & Layout at The Dartmouth, Rewriting the Code Member
- Interest: Painting, Drawing, Skiing, Travel, Baking, Digital Design, Animation, Reading