

Diego M. Paris Figueroa

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Education

BACHELOR OF SCIENCE IN **SOFTWARE ENGINEERING**,
UNIVERSITY OF PUERTO RICO, MAYAGÜEZ CAMPUS

- **Expected Graduation Date:** May 2023
- **Current GPA:** 3.29

Relevant Coursework: Data Structures, Advanced Programming, Algorithms, Programming Languages, Introduction to Software Engineering, Foundations of Computing, Calculus, Discrete Mathematics

Technical Skills

- Software: (**proficient**) Java, JavaScript, Go, Python, Git. (**familiar**) Linux, AWS, C#, C language, SQL, HTML/CSS
- Tools: (**proficient**) NodeJS, Express, React, GitHub, GitLab. (**familiar**) PostgreSQL, MongoDB, Django

Work Experience

VERIZON – CLOUD ENGINEER, INTERN

JUNE 2020 – AUGUST 2020

- Developed an **API microservice** that scans proxies to enforce best code standards and list security vulnerability
- Enabled an **orderly growth** from a total of 1500 published proxies to 5000 high-quality services within the year
- Designed a fully robust backend service in **NodeJS** capable of high-performance speed and reliability on demand
- Led weekly meetings as **SCRUM Master** on a team of 6 engineers. Ensuring the principles of **AGILE** development

UNIVERSITY OF NEW MEXICO – RESEARCH AND DEVELOPMENT INTERN

JUNE 2019 – AUGUST 2019

- Researched into **Renewable Energy Resources** and the optimized use through **smart devices** and **software**
- Reduced data visualization delay by a total of **90%** by applying **Data Structures concepts**, reducing complexity
- Created a data acquisition application in **Python** to accurately store and visualize stored data using **Matplotlib**
- Wrote an **in-class laboratory** based on **research findings** for UNM's introductory Electrical Engineering course

Project Experience

SIGNS FOR CARE – FULL-STACK WEB DEVELOPER

JULY 2020 - PRESENT

- Designing a **full-stack education platform** to make **American Sign Language** more accessible to communities
- Developing a responsive **User Interface** with **ReactJS** using **Material Design** for an easy-to-use user experience
- Building the backend in **NodeJS** with full storing and retrieval of information from a remote **MongoDB database**

PROJECT OWL UPRM STUDENT DIVISION – C LANGUAGE DEVELOPER

AUGUST 2019 - PRESENT

- Aided in the development of an emergency **mesh network** for real-time communication during natural disasters
- Maintained the node units found throughout the campus by updating and replacing damaged or outdated nodes

NODE.JS CRUD API – NODE.JS SERVER DEVELOPER

JULY 2020

- Created an **API** in **NodeJS** capable of receiving authorized requests and complete actions to a **no SQL database**
- Developed a **MongoDB database** to store, retrieve, update, and delete user information organized in collections

BROTHER ASTEROID – JAVA GAME DEVELOPER

DECEMBER 2019

- Designed a unique version of the Asteroid game written in **Java**, applied concepts learned from **Data Structures**
- Accomplished an **optimized user experience** by developing quick and responsive controls and fast gameplay

Leadership Experience

IEEE UPRM STUDENT CHAPTER – VICE PRESIDENT

DECEMBER 2019 - PRESENT

- Advanced the study of **different fields of engineering** by **collaborating** with other local IEEE student branches
- Engaged with a community consisting of over **200 members**, providing available opportunities for development
- Organized **professional development** activities for the student community and recognized by the national IEEE

COMPUTER SOCIETY UPRM CHAPTER – VICE PRESIDENT

AUGUST 2019 - PRESENT

- Promoted **Computer Science** studies in the community by organizing interactive **workshops** and **hackathons**
- Provided **tutorship** in multiple technical workshops tutoring on different fields of **Software Engineering**