ALEJANDRO A. DIAZ MEDINA

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SUMMARY

Motivated and results-oriented Software Engineer with hands-on experience in software development and problem-solving. Skilled in working with modern technologies and collaborating with teams to deliver effective solutions. Seeking to apply technical expertise and grow within a dynamic software engineering environment.

EDUCATION

Mayagüez, PR **Recinto Universitario de Mayagüez, UPR** **Aug 2020-Dec 2025**

- **Major:** Software Engineering, B.S.E
- **Certificate Minor):** Project Management
- **Programming Coursework:** Advanced Programming(OPP),Data Structure, Intro to Software Engineering, Analysis of Algorithms, Foundations of Computing, Software Design, Machine Learning Algorithms
- **Languages:** (fluent): Spanish, English

WORK EXPERIENCE

Data Analyst Intern **May 2023-Jul 2023**

NAGNOI LLC San Juan, PR (Hybrid)

Partnered with the Education Department to empower public schools through data-driven solutions. Utilized Excel and SQL for data preprocessing, organization, and analysis. Conducted statistical analysis and wrote SQL queries for data retrieval. Engaged in peer code reviews, giving and receiving constructive feedback to improve work quality.

Software/Data Engineer Intern **May 2024-Aug 2024**

Jacobs Engineering Guaynabo, PR (On-site)

During my internship at Jacobs, I contributed to the development and testing of a response app for a private water company. Utilizing the Palantir Foundry platform, I was responsible for:

- Managing and transforming large datasets to ensure data integrity and accuracy.
- Collaborating with the development team to enhance application functionality.
- Conducting thorough testing to identify and fix data-related issues.
- Implementing data-driven solutions to optimize system performance.

PROJECTS

Website portfolio: alejodiazportfolio.netlify.app

Sake Game

- Developed a classic Snake game using the Pygame library, implementing user controls, game logic, and real-time graphics.
- Utilized object-oriented programming principles to modularize code for enhanced maintainability and scalability.
- Applied problem-solving skills to troubleshoot bugs and enhance the player experience.

Dinner Dash Project

- Developed a C++ interactive program that simulates the popular game Diner Dash
- Utilized data structures to mimic the functionality of the original Diner Dash game
- Added new images, loading time between item pickups, and used Object-Oriented Programming to create new entities

Fractals

- Demonstrated inheritance and polymorphism principles in creating interconnected fractals
- Used refactoring and restructuring abstract and superclass structures
- Utilized recursion to generate various fractals such as the Sierpinski Triangle, Barnsley Fern, Koch Snowflake, etc

SUMMARY

- **Software:** (proficient): Python, C++, Java, Git, VS Code (familiar) C#, SQL, HTML/CSS