

Diego Guzman

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EDUCATION

University of California, Irvine

Irvine, CA

Bachelor of Science in Informatics (emphasis in Human-Computer Interaction)

Sep. 2021 – Expected June 2025

Minor in Information and Computer Sciences

GPA: 3.5

EXPERIENCE

Undergraduate Researcher

June 2023 – Present

University of California, Irvine

Irvine, CA

- Identifying recurring themes and concepts from qualitative data gathered through user studies on a smartwatch using the Reflective Thematic Analysis process.
- Utilizing GPT-3.5 to streamline the process of identifying and extracting contextually relevant themes and concepts from user studies.
- Designing and developing interactive user interfaces using Streamlit to visualize clusters of **109** different themes in order to highlight contextual and semantic similarities

Undergraduate Research Intern

June 2024 – Aug. 2024

University of California, Berkeley

Berkeley, CA

- Developed a baseline for extracting key values (e.g., dates, case IDs, etc.) from **490** legal documents, totaling **32,849** pages, using GPT-4o-mini.
- Implemented a semantic search-based clustering baseline to group legal documents by their contextual similarity, leveraging embeddings and similarity measures by using GPT-4o
- Built user interfaces using React.js, TypeScript, and JavaScript to visually display document analytics from legal documents

Learning Assistant

Jan. 2023 – Mar. 2023, Sep. 2023 – Dec. 2023 & Mar. 2024 – June 2024

University of California, Irvine

Irvine, CA

- Taught Python programming concepts to a cumulative total of **115** undergraduate students across **3** quarters in *Programming with Software Libraries* and *Programming with Software Libraries Accelerated*
- Assisted undergraduate students with the debugging of their Python programs
- Aided undergraduate students in learning how to use Git
- Helped undergraduate students transition from their prior programming experiences in languages such as Java and JavaScript to Python

PROJECTS

Database for UCI Capstone Projects | *React.js, JavaScript, MongoDB, HTML, CSS*

Mar. 2024 – June 2024

- Designed and implemented the web interfaces, enhancing user experience and engagement
- Developed a secure login verification system to ensure only authorized users can access the platform
- Fortified database endpoints to protect against unauthorized access and potential security threats

Spotify Interface Browser | *Node.js, TypeScript, Angular, HTML, CSS*

Nov. 2023 – Dec. 2023

- Integrated Spotify's API with Angular to dynamically display information about albums, songs, and artists
- Processed and filtered JSON data to extract specific information from Spotify's API
- Developed a user-friendly search interface that showcases results directly from Spotify's API

Runkeeper Tweet Report | *JavaScript, HTML, CSS*

Oct. 2023 – Nov. 2023

- Analyzed **8,247** tweets mentioning the Runkeeper app and categorized them by activity type
- Discovered trends in the data and visualized them using Vega-Lite
- Developed a dynamic search table that updates based on keyword filtering of tweets

TECHNICAL SKILLS

Languages: Python, Java, TypeScript, JavaScript, HTML, CSS, Sass

Frameworks & Environments: React.js, Node.js, Angular, Streamlit, Vega-Lite, Ionic, Java Swing

Database Systems: MongoDB, Firebase, MySQL

Developer Tools: Git, Visual Studio Code, PyCharm, Eclipse