

DIEGO SEGOVIA

Computer Science Undergraduate

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EDUCATION

Eastern Connecticut State University

**Bachelor of Science,
Computer Science with Math Minor**

📅 2023

📍 Windham, Connecticut

- GPA: 3.9

EXPERIENCE

Computer Science Tutor

Eastern Connecticut State University

📅 September 2022 – Current 📍 Windham, Connecticut

- Tutored students in computer science fundamentals, data structures, algorithms, and programming languages such as Python, Java, and JavaScript.
- Provided feedback on student assignments, projects, and exams, and guided students in developing problem-solving skills and critical thinking abilities.
- Developed and maintained positive relationships with students, faculty, and staff, and communicated regularly with them to ensure student success.

Full Stack Web Developer Intern

MassMutual

📅 May 2022 – August 2022 📍 Boston, Massachusetts

- Worked as an intern on a project to develop an internal web-based content management tool for the creation and storage of customer feedback surveys using the PERN (PostgreSQL, Express, React, Node.js) stack. The tool allows users to input JSON data of the respective fields of the survey to create and store the survey in the database.
- Developed and maintained backend RESTful APIs and a database using PostgreSQL and Node.js, ensuring data security, reliability, and efficiency.
- Designed and implemented front-end user interfaces using React and Bootstrap.
- Utilized Git and GitHub for version control and collaborated with team members using Agile development methodologies.
- Successfully completed the internship program and received positive feedback from mentors and team members for strong technical skills, teamwork, and commitment to project goals.

TECHNICAL SKILLS

Python

JavaScript

Java

Node.js

Express.js

Django

React

Bootstrap

Sequelize.js

PostgreSQL

HTML/CSS

Git

RESTful APIs

PROJECTS

LIBRARY MANAGEMENT SYSTEM

- Worked collaboratively with in a team to design and develop a library management system to manage and automate the operations of a library. These included functionalities such as book lending, user account management, and book cataloging.
- Conducted requirements gathering and developed a Software Requirements Specification(SRS) and Software Project Management Plan (SPMP) document to translate requirements into functional specifications.
- Developed and maintained the backend of the system, including database schema design, query optimization, and API development using Node.js, Express, and PostgreSQL.
- Collaborated with team members using version control tools such as Git and GitHub.

LUMAND

- Developed a Python application that allows for hands-free control of LIFX lights by utilizing hand recognition and tracking.
- The application enables real-time changes to the state of the lights through the use of the LIFX REST API and Google MediaPipe.
- Users can control the lights by making designated hand gestures to turn them on/off or adjust the brightness to their preferred level.

BASKETBALL STATS ANALYZER

- Developed a web application using JavaScript, Bootstrap, HTML, CSS, and RESTful APIs to provide a basketball statistics analyzer for basketball fans allowing users to search for any player and retrieve their stats.
- The analyzer provided a variety of charts such as a bar, doughnut, and radar charts to allow users to visualize the player data being retrieved.
- Utilized RESTful APIs to integrate the application with external data sources, enabling seamless and up-to-date statistics tracking for every player.