Diego Guzman

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EDUCATION

University of California, Irvine *Irvine, CA*
Bachelor of Science in Informatics September 2021 - Expected June 2025
GPA: 3.4

RESEARCH EXPERIENCE

Undergraduate Researcher June 2023 – Present
University of California, Irvine *Irvine, CA*

- Manually creating succinct themes and codes that capture important features of qualitative data by using the Reflective Thematic Analysis process
- Utilizing large language models such as ChatGPT to help find context appropriate themes and codes from large amounts of user studies
- Employing ChatGPT's API and Python to streamline the process of using large language models for qualitative analysis

TEACHING EXPERIENCE

Learning Assistant September 2023 - December 2023
University of California, Irvine *Irvine, CA*
Course: Programming with Software Libraries Accelerated

- Teaching a wide variety of Python concepts to over 30+ undergraduate students who are mostly third year transfers and freshmen with prior programming experience
- Assisting undergraduate students with the debugging of their Python programs
- Helping undergraduate students transition from their prior programming experiences in languages such as Java and JavaScript to Python

Learning Assistant January 2023 - March 2023
University of California, Irvine *Irvine, CA*
Course: Programming with Software Libraries

- Taught a wide variety of Python concepts to over 30+ undergraduate students who were mostly freshmen and sophomores with little to no programming experience
- Assisted undergraduate students with the debugging of their Python programs
- Aided undergraduate students in learning how to use Git

INDUSTRY EXPERIENCE

Frontend Developer Intern December 2023 – Present
ENGAGEathon *Remote*

- Implementing a social network application to facilitate connections between nonprofits, corporations and universities
- Developing Android-based user-interfaces using React Naive and JavaScript
- Utilizing responsive design principles for a seamless user experience
- Optimizing system performance by minimizing system response time and reducing redundant code segments

PROJECTS

Spotify Interface Browser | *JavaScript, HTML, CSS, TypeScript, Angular* November 2023 - December 2023

- Used Angular to link Spotify's API into an HTML file displaying information about albums, songs, and artists
- Parsed through JSON files to find desired information
- Created an user interface that has a search function that displays information pulled from Spotify's API

Runkeeper Tweet Report | *JavaScript, HTML, CSS, TypeScript* October 2023 - November 2023

- Parsed JSON files containing thousands of tweets from the Runkeeper app and categorized by activity type
- Identified trends in the data and graphed them using Vega-Lite framework

- Created a live-updating search table through tweets according to keywords

[Simulated Email System](#) | *Java*   February 2023 – March 2023
- Utilized Java Swing to create an interactive email system to send and receive between users
- Computed the email system to allow users to add new recipients and switch in between users

Conferences and Symposiums

"Using Large Language Models to Augment Reflective Thematic Analysis for Semi-Structured Interviews," National Conference on Undergraduate Research 2024, Long Beach, CA, Upcoming.

"How Can ChatGPT Be Used As A Tool In Qualitative Analysis," University of California, Irvine Summer Undergraduate Research Fellowship Symposium, Irvine, CA, August 2023.

Awards, Grants, and Distinctions

UC Irvine Chancellor's Excellence Scholarship	September 2021 - Present
University of California Leadership Excellence Through Advanced Degrees Awarded: $4,000	August 2023
2023 Information and Computer Sciences Diversity Conference Scholarship	August 2023

Technical Skills

Languages: Java, JavaScript, Python, SQL, HTML, CSS, TypeScript, Sass
Frameworks and Environments: Ionic, Angular, Node.js, React.js, Java Swing
Developer Tools: Git, Visual Studio Code, PyCharm, Eclipse