

Diego Martinez

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EDUCATION

Grand Canyon University

Bachelor of Science in Computer Science, Emphasis on Big Data Analytics, GPA: 3.72

Phoenix, AZ

Expected May 2026

Awards/Honors: Provost Scholarship, GCU Honors Fellow

Relevant Coursework (In Progress): Computer Architecture, Statistics and Probability, Human Computer Interactions

TECHNICAL SKILLS

Programming Languages: Java, C++, C-Sharp, Python

Software: Eclipse, Visual Studio, Git, Jira, Unity

WORK EXPERIENCE

Microsoft

Incoming Software Engineering Intern

Redmond, WA

May 2024 – Aug 2024

Microsoft

Explore Intern

Redmond, WA

May 2023 – Aug 2023

- Spearheaded the development of a cutting-edge backend logic for a chat feature facilitating seamless communication between client and service representatives.
- Orchestrated the integration of a REST API, streamlining the transmission of user data and bridging the client and service rep sides.
- Leveraged proficiency in TTP, ICP, and HTTP protocols to ensure seamless integration and functionality of the developed features.

Grand Canyon University

Resident Leader

Phoenix, AZ

Aug 2023 – Present

- Directed and organized a team of 13 individuals responsible for conceptualizing and executing bi-monthly events catering to the entire building community.
- Acted as a mediator to resolve conflicts among team members and residents residing on the floor, fostering a harmonious living environment conducive to student well-being and academic success.

PROJECTS

Texas HoldEm ML Algorithm (Python, Tensor Flow)

- Developed and implemented a decision-making system simulating a poker player's actions using deep reinforcement learning principles.
- Gathered and preprocessed a substantial dataset of poker hands to train and evaluate the model's decision-making capabilities.
- Employed advanced techniques in risk assessment and bankroll management to ensure sustained profitability of the autonomous player over extended gameplay sessions.

Lopes Academy Campus Navigator (C-Sharp, Unity, Meta Quest)

- Collaborated with a team of 3 people to create a navigation tool for fellow GCU students with autism spectrum disorder.
- Used Unities interface to create a navigation reinforcement platform that uses behavioral and cognitive learning styles in a MR setting.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow

Career Preparation Fellow

Washington, DC

Jan 2024 – Present

- Accepted into a selective 18-month professional development program for high-achieving diverse talent
- Complete business case studies and assignments to grow leadership and technical skills
- Attend conferences hosted by industry leaders, such as Deloitte, LinkedIn, and Target

ADDITIONAL SKILLS AND INTERESTS

Fluent in Spanish, interested in social innovation, travel, music, and combat sports.