

Jaime Diaz

786-602-3052 | jdiaz651@outlook.com | [LinkedIn](#) | [GitHub](#)

Education

Florida International University
Bachelor of Science, Computer Science
• GPA: 3.5

Aug 2021 - Dec 2025

Summary

Generalist Software Engineer with hands-on experience in full-stack development, mobile and VR applications, and cybersecurity fundamentals. Proven ability to design scalable applications using Python, React, and Unity while leading cross-functional teams and delivering results. Strong communicator with a background in public-facing civic tech and technical operations.

Experience

Breakthrough Tech Miami

Aug 2024 - Dec 2024

Software Engineer

- Developed a full-stack civic tech web app to aggregate and simplify local government agendas using Python and React.
- Engineered AI/ML automation pipelines for data scraping and structured RESTful API integration.
- Applied AI models to translate legal documents into plain language, improving accessibility and civic engagement.

Miami, FL

United Data Technologies

Jun 2023 - Aug 2023

Cybersecurity Analyst

- Identified and remediated critical system vulnerabilities across enterprise IT infrastructure.
- Triaged cybersecurity incidents and executed rapid risk mitigation protocols, minimizing potential threats to the organization.
- Provided cybersecurity training to non-technical teams, fostering a security-first culture.

Women in Computer Science (FIU Student Tech Org)

Aug 2022 - Mar 2025

Operations & Infrastructure Lead

- Led event logistics and A/V infrastructure for WiTCON, Florida's largest student-run Women in Tech conference.
- Managed live production, tech support, and contingency planning for 3 consecutive annual events.
- Coordinated outreach workshops, improving inclusivity and representation in the tech community.

Miami, FL

INIT (FIU Student Tech Org)

Aug 2022 - Present

Software Engineer, Project Contributor

- Built and contributed to software projects as part of INIT's structured, student-led development teams focused on real-world mobile and web solutions.
- Participated in agile team sprints, peer code reviews, and collaborative debugging sessions to deliver feature-complete applications.
- Contributed to the following major projects:
 - PriceHub: Mobile price comparison app built with React Native and REST APIs.
 - PawsUp: Immersive VR campus tour using Unity and Photosphere rendering.
- Developed a 2D platformer game in Unity, implementing enemy AI, scoring systems, and physics to enhance gameplay experience.
- Honed communication and development skills in a collaborative environment simulating industry practices.

Miami, FL

XRBootcamp

Feb 2025 - Jul 2025

XR Developer

- Participated in an advanced XR development program with expert mentorship focused on Mixed Reality application design using Unity and Meta's XR SDKs.
- Collaborated on team-based and solo projects targeting Meta Quest 3, exploring immersive interaction systems and spatial computing.
- Built and demoed fully interactive MR prototypes incorporating hand tracking, 3D physics, AI integration, and real-world anchoring.
- Leveraged Unity, Meta All-in-One SDK, and MRUK to create high-fidelity, interactive applications presented to peers and instructors as final capstone work.

Remote

Projects

Plant-Safe XR

Apr 2025 - Jul 2025

- Created a plant care assistant app that uses AI to scan and analyze real plants in MR, delivering care recommendations, reminders, and gamified incentives.
- Built features such as plant health display, watering schedules, persistent plant profiles, and AI-driven care suggestions using Unity and Meta SDKs.
- Integrated reminder systems and progress tracking to encourage sustained plant care, supported by a dynamic user interface with future gamification features.
- Explored stretch goals including stylized UI, levels, and feedback systems to make sustainability fun and engaging in XR.

PawsUp

Jan 2025 - Apr 2025

- Created an immersive VR campus tour using Unity and C#, showcasing FIU landmarks.
- Switched rendering engine from Gaussian Splatting to Photosphere to improve performance.
- Optimized runtime and device compatibility for Oculus-based viewing.

HowRU.Life

May 2024 - Jul 2024

- Led development of a mental wellness mobile app in React Native; managed a 3-person team.
- Integrated features like mood tracking, meditation, and stress management syncing with web backend.
- Oversaw roadmap, deliverables, and feature parity across platforms.

PRICEHUB

Jan 2024 - Mar 2024

- Built responsive React Native UI for price comparison app.
- Integrated REST APIs and used React Navigation for smooth transitions and real-time data.
- Ensured consistent UX across devices through mobile-first design.

OPERATION: SKYREACH!

Aug 2022 - Dec 2022

- Built a 2D vertical platformer using Unity and C# as part of SparkDev.
- Platforming Game Development
- Programmed gameplay mechanics including enemy AI, scoring, and player physics.
- Presented to 150+ attendees in a public demo showcase.

Skills

- **Languages:** Python, JavaScript, TypeScript, C#, HTML/CSS
- **Frameworks/Libraries:** React, React Native, Node.js
- **Tools:** Git, Unity, Firebase, REST APIs, Web Scraping
- **Concepts:** Full-Stack Development, Mobile Development, VR Interaction, Cybersecurity