

Jaime Diaz

Software Engineer

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A Software Engineer with entry-level experience specializing in Python, C++, JavaScript, application development, and Google software. Adept at collaborating with diverse teams to develop creative technical solutions for complex software engineering issues.

Professional Experience

Software Engineer Intern

Atlas Air
May 2022 - August 2022

- Coordinate with cross-functional teams to identify process gaps and develop solutions, resulting in cloud development company-wide
- Developed and designed scripts to manage more than 2,000 Active Directory accounts
- Worked closely with other team members to ensure all tasks are completed on schedule

Software Engineer Intern

General Motors
May 2023 - Present

- Worked on a variety of serverside development projects, including web applications, API development, and system administration
- Worked on a project that involved developing and maintaining a web server
- Designed and developed a new test server to allow for continued development of AI driving

Education

Bachelor's Degree in Software Engineering

Rochester Institute of Technology at Rochester, NY
August 2020 - Present

- Maintained a cumulative 3.3 GPA
- Worked alongside multiple different teams to collaborate on software projects to meet strict sprint deadlines
- Wide variety of coursework ranging from programming and database development to software planning
- A member of the academic organization known as the Society of Software Engineers
- Apart of RIT Formula SAE team to develop software for an amateur racecar

Key Skills

- Python
- C++ Development
- Communication
- Collaboration
- Database Development

Personal Projects

GroupFinder | March 2023

- A web application that allows a user to find/join different niche groups based on certain interests entered by the user.
- Utilizes Python APIs and SQL Database development to create server-side development.
- Use of HTML, CSS, and JavaScript REACT for front end development.

GameBot | May 2021 - January 2022

- Incorporation of Java back-end programming to create mini-games in which a user can play against an artificial opponent.
- Room for improvement for later updates if needed to either front-end or back-end.

WebCheckers | September 2021 - November 2021

- Create an online Web Checkers game that allows players to compete in an online game against other players on the server.
- Incorporated JavaFx to complete the graphic user interface. Java was used to complete back-end development.
- Java was used to complete back-end development.