

# Diego Alonso Martinez de Dios

+52 3328709314 | [diegomzdedios@gmail.com](mailto:diegomzdedios@gmail.com) | [linkedin.com/in/diegoama](https://linkedin.com/in/diegoama) | [github.com/diegoama](https://github.com/diegoama)

## EDUCATION

---

**Instituto Tecnológico y de Estudios Superiores de Monterrey**

*Bachelor's Degree in Computer Science Engineering*

Guadalajara, Jal

Aug. 2016 – Dec 2020

## EXPERIENCE

---

**System Validation Intern**

June 2019 - May 2020

*Intel*

*Guadalajara, Mx*

- Developed, enabled and provided support for internal hardware debugging tools
- Led the migration of multiple projects from Python 2 to Python 3 following the announcement of Python 2's End of Life

**System Validation Engineer**

June 2020 – October 2021

*Intel*

*Guadalajara, Mx*

- Worked on federal projects for the graphics division of Intel, delivering high-quality results within tight deadlines
- Developed and validated software tools to debug hardware SOC's from the server segment
- Created and enabled the tool's framework in emulation systems, allowing for earlier debugging during the pre-silicon period of the project
- Developed a plugin for the graphical projects tools, enabling MMIO and PCI Config registers from the system to be accessed through the PCI Express interface via user space
- Collaborated effectively with cross-functional teams located in Bangalore, Penang, Israel, and the US, whose work was dependent on these frameworks

**Linux Software Engineer**

October 2021 – May 2022

*Oracle*

*Guadalajara, Mx*

- Deployed Oracle Cloud images for development, automating the process to improve efficiency
- Developed shell scripts for the automation of the deployment of images on Oracle's Cloud Marketplace
- Created and maintained a test suit that would validate multiple development tools to be working on the Linux images, from coding languages as Golang and Java to frameworks like React and Vue

**Software Development Engineer**

June 2022 – Present

*Intel*

*Guadalajara, Mx*

- Developing web applications and services for gathering and displaying bug data from telemetry from SOC's debug tools using a stack of tools as React, MongoDB and Python
- Developed a review system for bug sightings from the UI using React and contributed to the backend API created in Python with FastAPI and Pydantic to create its corresponding endpoints
- Contribution to the team-led effort for the development of a web app dedicated as a viewer of hardware signals created using React and Konva

## PROJECTS

---

**Chip 8 Emulator (Personal) | C**

June 2021

- Wrote a small emulator using C for an interpreted programming language called CHIP8 with the purpose of understanding more about a computers architecture, bitwise operators and instruction sets.

**Bug Sighting Review System | Python, FastAPI, Typescript, React**

October 2022 – February 2023

- Designed and developed review system for internal failure ticket system
- Backend created in Python with FastAPI and defining a data model with Pydantic. Front end developed in React with Typescript

## TECHNICAL SKILLS

---

**Languages:** Javascript, TypeScript, Shell Scripting Language, Python, C, SQL (Postgres, MySQL)

**Frameworks and Libraries:** React, Node.js, Express.js, Flask, Django, FastAPI, Pandas, NumPy, Axios, ESLint

**Developer Tools:** Git, Postman, CURL, Jenkins, VS Code, Eclipse, Vim, Linux