

# Diego Corsino

Jersey City, NJ • [diegocorsino12@gmail.com](mailto:diegocorsino12@gmail.com) • (201) 241-0313 • <https://github.com/Pikalyx>

## EDUCATION

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**Muhlenberg College, Allentown Pennsylvania**

**Expected Graduation: 2026**

**Bachelor of Computer Science, Minor in Studio Art**

GPA: 3.6

Classes: Data Structures & Algorithms, Computer Organization, Computer Science I & II, Software Engineering

Honors & Awards: Dean's List

### **Codepath ICP Internship**

**Jun 2024 - Aug 2024**

Engaging with program partners; Developing new connection with professionals in the tech field; Exercising my coding knowledge on Leetcode; Learning several strategies for coding interviews

## SKILLS AND CERTIFICATES

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**Coding Languages:** Python, Java, HTML, CSS

**Technologies and Software:**

Google/Microsoft Suite, Visual Studio, Visual Studio Code, JetBrains PyCharm & IntelliJ IDEs, Adobe Photoshop, Adobe InDesign, Adobe Lightroom, Adobe Premiere, Adobe Illustrator, Blender, AutoDesk Maya

## EXPERIENCE

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**Spirit A.I. | New York, NY**

**June 2023 - August 2023**

- Collaborated with a team of 6 students to create a Convolutional Neural Network and learn about how AI finds soluble molecules for human consumption using Python
- Explored how changing certain parameters in our code affects the accuracy of the CNN models, giving different sets of accuracy for each model's molecule findings

**The Next Step Program | New York, NY**

**June 2021 - August 2021**

- Collaborated with a supervisor in finding and solving backend issues in a website using a web development tool to improve
- Gained insights on how websites work and how to develop them, fixing critical backend issues in website functionality and testing solutions using automation

## ACTIVITIES AND AWARDS

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**Nerd Club, Muhlenberg College**

**September 2023 - Present**

- Practiced algorithms and data structures along with a team of programmers.
- Competed in programming competitions and conferences to apply and improve our skills learned from LeetCode.

## PROJECTS

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**The Lost Woods | [https://github.com/Pikalyx/The-Lost\\_Woods](https://github.com/Pikalyx/The-Lost_Woods)**

- Collaborated with 6 classmates to create an experimental platformer/metroidvania game using Godot and GitHub for our Software Engineering class
- Led our team each week with tasks to complete weekly, slowly learning the basics of software development and team management