

# Diego Buencamino

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## EDUCATION

### Simon Fraser University

*Bachelor of Science in Computing Science*

Burnaby, BC

*September 2018 – August 2024 (Expected)*

## EXPERIENCE

### Convivial Jewelry

*Front-end Developer*

Surrey, BC

*May 2023 – Present*

- Designed and built the company's e-commerce website on Squarespace to streamline day-to-day operations.
- Leveraged JavaScript and CSS to shape the website to the owner's specifications.
- Maintained the company's online presence by regularly updating the website to reflect current promotions.

### Operations Coordinator

*September 2023 – Present*

- Contributed to the growth and success of the company by working with the owner to manage daily operations.
- Participated in weekly team meetings to enhance communication and coordination within the company.
- Initiated the creation of an ambassador program to elevate marketing efforts and increase brand exposure.

### Staples Canada

*Technology Associate*

White Rock, BC

*June 2019 – Present*

- Contributed to sales targets by leveraging product knowledge and communication skills to drive revenue.
- Achieved a high customer satisfaction rate by resolving technical issues for customers.
- Enhanced customer loyalty by facilitating rapid repair and maintenance of devices.

## PROJECTS

### BeagleDashCam | C/C++, Embedded Linux, NodeJS

- Designed a full-stack, embedded vehicle dash camera to record driving footage in a vehicle.
- Implemented motion- and accident-sensing capabilities to improve the reliability of the dashcam.
- Integrated geo-tagging into saved video clips by configuring and parsing data from an attached GPS module.
- Developed a web interface using NodeJS to facilitate the ease-of-use of the dashcam.

### Cypress, a Discord Bot | JavaScript, NodeJS

- Developed an interactive Discord bot to enhance server management and engagement.
- Implemented API integration for Wikipedia, OpenWeatherMap, and MyAnimeList.
- Fostered open-source collaboration by involving other developers and detailing deployment steps on GitHub.

### Monty Mayhem | Godot, GDScript

- Worked with a team of developers, illustrators and sound designers to develop an RPG point-and-click game.
- Coordinated with the project manager to convert their conceptual requirements into game logic.
- Streamlined the development process by creating and maintaining the code and asset repository for the game.

### SFU Course Planner | Java, Spring Boot

- Developed a student-centric web-based application to streamline the process of searching for course listings.
- Allowed expandability of course data by adding RESTful API integration to the project.
- Implemented a course watcher using the *observer pattern* to update students on any new openings for a course.

### Vehicle Insurance and Registration Database | MySQL, PHP, CSS

- Established a structure for a database by developing an entity-relationship diagram and schema.
- Developed a database by creating a PHP front-end to interface with the SQL backend.
- Ensured data integrity by resolving any constraint violations.

## TECHNICAL SKILLS

**Languages:** C, C++, Java, JavaScript, Python, HTML/CSS, GDScript

**Tools:** Git, Visual Studio Code, IntelliJ, Amazon Web Services, L<sup>A</sup>T<sub>E</sub>X, Microsoft Office Suite

**Technologies:** Linux, GitHub, NodeJS, Spring Boot, Squarespace, pandas, NumPy, Matplotlib