

Diego Olivares

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EDUCATION

Georgia Institute of Technology, Atlanta, GA

exp grad May 2025

- Bachelor of Science in Computer Science: Information Internetworks & Media Threads
- GPA: 3.36/4.0

EXPERIENCE

HipHop2020 Innovation Archive, Software engineer internship

Aug 2023 - Jan 2025

REST API and Unity environment to preserve cultural artifacts in hip-hop (C#, NodeJS, AWS)

- Collaborate with a team of 16+ graduate and undergraduate students on vertically integrated project lead by doctorate professor
- Conduct weekly sprint retrospectives to evaluate progress in an Agile environment
- Incorporate REST API into Unity using C# and .NET to communicate with backend database
- Showcase archival database in a 3D VR environment with interactive UI

PROJECTS

[Jinkai Reverie](#), Lead developer

Aug 2024 - present

Online computer game that bridges media and networking programming (C#, GDscript)

- Design innovative rollback prediction and netcode synchronization algorithms for low-latency online multiplayer
- Implement hybrid networking, utilizing both peer-to-peer and client-server models
- Synthesize OOP, data structures, networking, multithreading, and graphics programming into single passion project

[Network Visualizer](#), Lead developer

May 2024

User oriented research project for visualizing various multiplayer netcode solutions (C#, GDscript)

- Analyze and design peer-to-peer lockstep, delay-based, and rollback netcode solutions to heuristically demonstrate algorithm differences
- Present technical findings and lead review sessions with supervising professor
- Fulfill requirements for completion of Enterprise Computing semester project

Evolution, Graphics programmer

Aug 2022

3D strategy computer game with terrain generation, destructibility, and overhangs (Java, OpenGL)

- Coordinate in a team of 22 undergraduates remotely and in-person for Georgia Tech VGDev club
- Participate in daily scrums and sprint planning to enhance team collaboration
- Implement Phong (ambient, diffuse, specular) lighting and object model loading into graphics pipeline

SKILLS

Programming: Java, C#, C++, C, Python, SQL, JavaScript, HTML, CSS

Technology: Git, Docker, .NET Core, NodeJS, React, AWS, MySQL, Microsoft Teams

Project Management: Agile methodologies, scrum, extreme programming, 6-Pager, Pecha Kucha

Language: English (native), Spanish (fluent)

AWARDS

Zell Miller Scholarship

Aug 2021 - present

- Sustain Georgia tuition aid awarded for demonstration in academic achievement

Global Game Jam 2024

Jan 2024

- Nominee for Georgia Game Developers Association Best in Georgia
- Receive professional guidance under industry mentor to manage and deliver game project