
Diego Andino

andino.diego98@gmail.com
787-405-1522
47 W Fireclay Ave #517
Murray, Utah

My Portfolio Website & GitHub

<https://linktr.ee/diegoandino>

Education

Bachelor's Degree

University of Utah - Salt Lake City, Utah

Enrolled - 08/2016

Status: Currently a Senior at the University of Utah enrolled in the B.S in Games (Engineering focused) major (Major GPA: 3.6).

Minor: Computer Science

Important Coursework: Foundations of Computer Science, Algorithms & Data Structures, Software Practice I & II using C#, Discrete Structures, Traditional/Alternative Game Development in C#, and Capstone Game Development Project using C#.

Expected Graduation Date: 12/2021.

Employment History

Red Butte Garden

IT Specialist - Salt Lake City, Utah

06/2019 - Present

- Maintained the website that's being deployed and updated using AWS, Jekyll and Git.
- Made the social media page for Red Butte Garden last year using Javascript and HTML/CSS.
- Currently working with Docker, Wagtail, Django, Postgres, and Python to build an Intranet site for Red Butte Garden.
- Maintains and updates other employees MacOS/Windows applications using FileWave, a multi-platform software manager.

Plush Productions LLC

Lead Software Engineer - Salt Lake City, Utah

08/2019 - 05/2020

- **Lead Engineer** of our Rhythm-based trauma game called *Kane's Shadow*, published on Steam in May 2020.
 - Developed **key features** for the games such as: the rhythm engine, dialogue engine, and several main rhythm mechanics for boss battles.
 - Used **Scrum** to successfully manage a group of 5 other Engineers through 2 semesters of complete game development.
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Side Projects

- Developed a copy of Microsoft Excel using C# .NET Framework. It was built using Windows Forms as the Front-

End and the Back-End was designed to follow MVC. Some of the Back-End features are: Accurate cell-to-cell dependency and mathematical expressions, saving and loading spreadsheet XML files, and printing an entire spreadsheet.

- Developed a Networking-focused multiplayer copy of Tank Wars using C# .NET Core. The project was designed to follow MVC. Its Front-End was built using Windows Forms and panels, while the Back-End was designed using Models, Network Controllers, Async. Server and Client side requests/callbacks, and TcpListeners for the local server itself. The server can withstand 50+ connections at the same time as well. Some of the game's main features were: custom FPS count, score system, teams, and accurate collision detection with projectiles, players, and walls on any map size.
- Built a bug tracking application called *FIXR* using Javascript and Firebase that also uses user authentication with Google and Facebook with multiple features such as custom tags, search bar, add/delete, open/closed tags for bugs, custom file location labels, priority tags, and titles.
- I was an engineer for a Medical Game called *Rose's Dream* my team and I developed for our Alternative Game Development class. It's a game about Lymphoma that's designed to inspire other people with cancer and give them hope in their journey. It also serves as a medically-informative game since it's designed to give the user information about cancer on every level of the game.
- I was the Lead Engineer for our Capstone class game, *Kane's Shadow*, a rhythm-based trauma game made in Unity with C# about facing your own past traumas and current fears. Main roles were implementing and monitoring main game mechanics with other engineers, as well as team and project management using Scrum development with help of the Producer and Director.
- Developed a social media landing page for my current employer using HTML/CSS, Bootstrap, Javascript, jQuery, as well as other API's which deployed in September of 2019 in their main page.
- Currently building an Intranet website for my current employer using Docker, Django, Wagtail, Postgres and Python.
- Developed an Exercise Tracker app using the MERN stack that uses its own CRUD API.
- Built my own Twitter bot using the Twitter API with JavaScript and Node.js. The bot consists of tweeting David Bowie quotes and lyrics every three hours autonomously.

Skills

Languages: Java, C#/.NET Core, Bash, Javascript/Typescript, Python, HTML/CSS

Technologies: Git, Node.js, Express, Firebase, Postgres, Docker, Spring Boot, Maven, React, MongoDB/Mongoose, MVC