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# Diego Andino

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47 W Fireclay Ave #517  
Murray, Utah

## GitHub Repository

<https://github.com/diegoandino>

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## Education

### Bachelor's Degree

University of Utah • Salt Lake City, Utah

Enrolled

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

08/2016

**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.

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## Skills

**Languages:** Java, C#, C++, Bash, Javascript/Typescript, Python, HTML/CSS

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

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## Employment History

### Research Engineer

University of Utah - Comp. Sci. Department • Salt Lake City, Utah

01/2021 - Present

- Current roles are to update and maintain the Back End of one of the current projects, which consists of: AI, Machine Learning and Asynchronous Task development in the Unity game engine using C#.

### IT Specialist

Red Butte Garden • 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.

# Lead Software Engineer

Plush Productions LLC • Salt Lake City, Utah

08/2019 - 05/2020

- Developed **key features** for the games such as: the rhythm engine, dialogue engine, and several other main rhythm mechanics.
  - Used **Scrum** to successfully manage a group of 5 other Engineers through 2 semesters of game development.
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## Side Projects

- **Microsoft Excel App**
    - 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.
  - **Tank Wars - Multiplayer Game**
    - 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.
  - **FullStack JS and Firebase App**
    - 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.
  - **Rose's Dream - Single Player Platformer**
    - 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.
  - **Kane's Shadow - Single Player Rhythm 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.
  - **MERN Stack Exercise Tracker App**
    - Developed an Exercise Tracker app using the MERN stack that uses its own CRUD API.
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## Languages

- English
- Spanish