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# Diego Andino

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

## My Portfolio Website & GitHub

<https://linktr.ee/diegoandino>

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## 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.

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## 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

- Built a social media landing page for *Red Butte Garden* using HTML/CSS, Bootstrap, Javascript, jQuery, as well as

other API's which deployed in September of 2019 in their main page.

- 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've also made 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.
  - 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 mainly a game about cancer, specifically Leukemia, that's designed to inspire other people with cancer and give them hope in their journey. It also serves as a medically-informative game because it's designed to give the user information about cancer in most of the stages of the game (e.g when the player discovers a new type of cancerous cell in-game). The game is still in Alpha stage at the moment, but it was developed by all of us with much hope and heart into it.
  - 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. It's the first serious and Alternative game that has been accepted into the EAE Capstone Game Development projects at the University of Utah. My main role's are 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.
  - Currently building an Intranet website for my current employer using Docker, Django, Wagtail, Postgres and Python.
  - Built an Exercise Tracker app using the MERN stack that uses its own CRUD API.
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## **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