Diego Andino

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Summary

A highly motivated Games Engineering and Computer Science student from the University of Utah with a variety of skills, experience , and well rounded knowledge (I have worked in a full development of a game before as well as other media projects). Skills include team management, creative problem solving , leadership, and various media skills (e.g Autodesk Apps, game engines, and Adobe CC). Able to communicate effectively with a team and personnel to accurately deliver the task, problem, or discussion to move on with the project. Also very keen to develop my professional skills, like programming, teamwork, leadership and networking every day.

Education

Colegio San José   *Graduated May 2016*
High School Diploma

Graduated from High School with honors and a GPA of 3.5.

University of Utah   Salt Lake City, Utah
Bachelor's Degree   *Enrolled August 2016*

Currently a Senior at the University of Utah enrolled in the BS in Games program with a Computer Science minor.

Employment History

Berty Sound and Video   San Juan, San Juan
Audio/Video Technician   *May 2015 - August 2018*

I worked as an Audio/Video Technician with Berty Sound and Video, an Emmy Award-winning live sound engineering company as well as a recording studio specializing in live events, arena sound, and media, in the summers between school. I got to install and manage audio and video equipment for different live shows and live streams.

Red Butte Garden   Salt Lake City, Utah
IT Specialist   *June 2019 - Present*

Currently the IT Specialist at Red Butte Garden at the University of Utah. Main roles include web development (Javascript, HTML/CSS and other frameworks), deploying software, team work and collaboration with other departments to help fulfill their technical needs, leadership in the different projects we work on, and maintaining our IT systems up to date.

Plush Productions LLC   Salt Lake City, Utah
Lead Software Engineer   *August 2019 - Present*

Currently the Lead Software Engineer for Plush Productions LLC, a game development studio and group based in Salt Lake City, UT.

Computer Science Related Skills

- JavaScript related:
  - Node.js/NPM
  - JQuery
  - Bootstrap
  - Angular
  - Typescript
- Python
- HTML & CSS
- Java
- C++
- C#
- Xcode
- Git
- Bash
- MySQL
- Firebase

Other Media Skills

- Adobe Creative Cloud
- Altru Software
- Autodesk Maya
- Autodesk Mudbox
- FileWave
- Unreal Engine
- Unity
- Visual Studio
- Virtual Machine management

Skills Description

I have experience in game content development tools such as *Autodesk Maya, MudBox* as well as *Adobe CC* since 2014 when I attended a Summer Seminar at SCAD. In the summer of 2015, I attended a college-level 3D Creation Bootcamp at *University of the Sacred Heart's Creative Technologies Lab* in Puerto Rico, where we explored Game-Level Design. Moreover, in the fall of 2016, I took a 3D Modeling class in which we used *Maya* to create a full human body from scratch as well as our own original complete character as the final project. In the Spring of 2017 I gained more knowledge of Computer Science foundations, which includes Machine and Assembly code, as well as a brief introduction to Java and Python. Later on, in the fall of 2017, I took an introduction to Python class, which expanded my knowledge towards the language. In the spring semester of 2018, I took *Traditional Game Development,* which consisted of me being the Producer of the team which taught me more about the role and gained more leadership/communication skills throughout the course since we were developing a full game in Unity and C#. Furthermore, in the summer of 2018, I started a coding course at *Team TreeHouse* on my own where I learned JavaScript, HTML and CSS, as well as Algorithms and Data Structures. I was also the engineer for the *Alternative Game Development* class last year, where the development was done in *Game Maker.* I also aspire to explore deeper into Computer Science, and proceed to learn more about C++ and AI Development as well as other systems. My main goal is to expand and learn more about my skills, such as games engineering, software development and leadership, to become as successful as I can be, which to do so I have to (and want to) learn something new every day as much as possible.

Side Projects

- I have built and designed websites using web frameworks for clients (available on my GitHub).
- I 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.
- I'm also in the process of building a Cross-Platform application using Meteor.js and Flutter to bring it to life.
- Built a bug tracking application called *FIXR* using Angular, Javascript, and Firebase that also uses user authentication with Google and Facebook with multiple features such as custom tags, search bar, add/delete & open/close 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.
- Currently the Lead Engineer for our Capstone class game, *Raising Kane,* a rhythm game made in Unity with C# about trauma and facing your own past 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.

GitHub Repository

https://github.com/diegoandino

Languages

Spanish	Native
English	Native

References

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University of the Sacred Heart, San Juan, Puerto Rico