

Diego Andino

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 github |  linkedin

EDUCATION

M.S in Computing • Secure Computing

University of Utah

Aug 2022 - May 2024

Salt Lake City, UT

B.S in Games & Minor in Computer Science

University of Utah • GPA: 3.6 • Dean's List

Aug 2016 - Dec 2021

Salt Lake City, UT

SKILLS

Programming Languages

C# | Go | JavaScript | Typescript

Technologies

AWS | Azure Cloud | Bash | Docker | Express | Git | MySQL | .NET Core | Node.js | React | SQL Server | WPF

EXPERIENCE

Lead Software Engineer

FlowStreet

Oct 2022 - Jun 2023

Salt Lake City, UT

- Led the planning and execution of software development projects, including prioritizing tasks, allocating resources, and ensuring timely delivery of milestones
- Led the development and implementation of multiple REST APIs using Typescript, resulting in efficient and scalable backends
- Utilized Azure Cloud servers to host the REST API's and databases, ensuring a secure and reliable platform for data storage and transfer

Software Engineer

University of Utah • USS Northstar Team

Jan 2022 - Present

Salt Lake City, UT

- Developed back-end services using C# .NET Core and WPF for a Student & Staff Management System that is used by several technical colleges in the state of Utah
- Designed and maintained database schemas, stored procedures, views and services using SQL Server to fulfill business requirements and features for thousands of users
- Redesigned and replaced the main login system to use SSO (Single-Sign On) for a more seamless user experience using Auth0, Azure Active Directory, Google Cloud and .NET Core

Research Engineer

University of Utah • School of Computing

Jan 2021 - Present

Salt Lake City, UT

- Developed Plan Recognition AI for an internal research lab project using C# and PDDL (Planning Domain Definition Language)
- Developed my own library of Steering Behavior algorithms using the C# Unity Engine library that will be available for public use in the Unity Asset Store
- Collaborated with a large team of PhD School of Computing candidates to achieve the goals of the lab as well as review each other's code

Software Developer

University of Utah

Jun 2019 - Dec 2021

Salt Lake City, UT

- Maintained the CI/CD pipeline using tools like Jenkins, GitHub Actions along with Zappa and AWS
- Used Docker, Wagtail, Python/Django, and PostgreSQL to build an Intranet site for the entire organization to use as a source of general IT and Software documentation
- Developed, maintained, and optimized high-traffic web services using Javascript and Python, serving thousands of users across the nation

NOTABLE PROJECTS

Wonder • Mobile Application

- Built a location-based music sharing mobile application powered by the Spotify API, Google Maps API, React Native, Socket.IO, Node.js and MongoDB

SplinterDB • Open Source Contribution

- Replaced SplinterDB's existing Quotient Filter with an Adaptive Quotient Filter (AQF) with a team of two other colleagues. SplinterDB is a high performance key-value store (written in C) developed and maintained by VMware
- Designed, tested and benchmarked the internal components of the new Adaptive Quotient Filter with the help of Prof. Pandey and Rob Johnson of VMware

OpenFL • Code Library

- Built an AI Steering Behavior Library for Unity3D using C#. These behaviors were built from the ground up using the C# Unity API. Some of these behaviors are: Seek, Flee, Pursue, Evade, Arrival, Wander, Path Following, Collision Avoidance, and more