

# Diego Andino

andino.diego98@gmail.com | 787-405-1522

 github |  linkedin

## EDUCATION

### M.S in Computing • Computer Networks

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# | C++ | Go | Java | JavaScript | Python | Typescript

### Technologies

AWS | Bash | Docker | Express | Firebase | Git | MySQL | .NET Framework | .NET Core | Node.js | SQL Server | WPF

## EXPERIENCE

### Software Engineer

University of Utah • USS Northstar Team

Jan 2022 - Present

Salt Lake City, UT

- Developed back-end services using C# .NET Core MVC and WPF for a Student & Staff Management System that several technical colleges in the state of Utah use
- Designed and maintained database schemas, stored procedures, views and services using SQL Server to fulfill business requirements and features thousands of users used
- Conducted code reviews as well as reviewed a majority of our teams' tickets and code to achieve our sprint goals using JIRA and Git

### 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

### IT Specialist

Red Butte Garden

Jun 2019 - Dec 2021

Salt Lake City, UT

- Maintained the website using CI/CD tools like Jenkins and GitHub Actions along with Zappa and AWS
- Used Docker, Wagtail, Python/Django, and Postgres to build an Intranet site for the entire workplace to use as a source of general IT documentation

## NOTABLE PROJECTS

### Kane's Shadow • Rhythm Game

Lead Engineer

- Led a team of 5 engineers using the Agile methodology to efficiently manage the team and complete all of the tasks on time
- Developed and designed key features for the game such as: the rhythm engine, dialogue engine, and several other main rhythm mechanics using C# in the Unity engine

### Google Sheets Copy

Full Stack Developer

- Collaborated with a team to develop a copy of Google Sheets which featured accurate and efficient cell math calculation, printing and file copying, reading and writing
- Front and back-end development was completed using the C# WinForms and C# .NET Framework. The client application was containerized using Docker and deployed through AWS

### Fixr • Bug Tracking Web App

Full Stack Developer

- Built a bug tracking application called Fixr using Javascript and Firebase that also uses user authentication with Google and Facebook along with multiple features such as custom priority tags and labels, search bar, add/delete posts, open/closed tags for bugs and custom file location labels