

Diego Andino

andino.diego98@gmail.com | 801-696-6211

 github |  linkedin |  andino.io

EXPERIENCE

Software Engineer

Jan 2022 - Present

University of Utah • USS Northstar Team

Salt Lake City, UT

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

Lead Software Engineer

Oct 2022 - Jun 2023

FlowStreet • Startup

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 resulting in efficient and scalable backends for our customers
- Utilized Azure Cloud servers to host REST API's and databases, ensuring a secure and reliable platform for data flow and storage

Research Assistant

Jan 2021 - Aug 2023

University of Utah • School of Computing

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

Jun 2019 - Dec 2021

University of Utah

Salt Lake City, UT

- Maintained the CI/CD pipeline using 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

SKILLS

Programming Languages

C# | Go | Typescript

Technologies

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

NOTABLE PROJECTS

Wonder • Web App

- Built a music sharing application where users can share their current music stream to friends. Build using the Spotify API, Socket.IO, SQLite, Golang, HTMX and TailwindCSS

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

EDUCATION

M.S in Computing • Secure Computing

University of Utah • Dean's List

B.S in Games & Minor in Computer Science

University of Utah • Dean's List