

# Diego Andino

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 github |  linkedin |  andino.io

## EDUCATION

### M.S in Computing • Secure Computing

University of Utah

Salt Lake City, UT

### B.S in Games & Minor in Computer Science

University of Utah

Salt Lake City, UT

## SKILLS

### Programming Languages

C# | Go | Typescript

### Technologies

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

## EXPERIENCE

### Lead Software Engineer

Oct 2024 - Present

Rootz • Startup

Salt Lake City, UT

- Led the planning, development and execution of Web3-related projects by planning and prioritizing business requirements
- Developed and maintained a DApp for transaction analysis and secure document transmission and verification using Vercel, NextJS, TursoDB, Safe Global API, ThirdWeb API, and cryptographic hashing libraries

### Software Engineer

Jan 2022 - Present

University of Utah • USS Northstar Team

Salt Lake City, UT

- Led the development and execution of redesigning several login systems to use Auth0 SSO (Single-Sign On) for a seamless user experience using Azure Active Directory and Google Cloud across all our applications
- 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

### 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 utilizing Azure Cloud services, NodeJS and Typescript

### 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 a library of Steering Behavior algorithms using C# and the Unity Engine that will be available for public use in the Unity Asset Store

### Software Developer

Jun 2019 - Dec 2021

University of Utah

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

### Minivisor • Open Source Project

- Developed a small hypervisor written in Go that can boot the latest Linux kernel to TTY for the purpose of testing my own small applications and servers

### Shamir-Zig • Code Library

- Implemented a cryptographically secure Shamir's Secret Sharing library written in Zig as a contribution to the Ziglang community that uses efficient and memory safe polynomial interpolation algorithms for secure secret reconstruction