Diego Andino

andino.diego98@gmail.com

787-405-1522

Salt Lake City, Utah

GitHub Repository

https://github.com/diegoandino

Skills

Languages: C#, C++, Go, Java, Javascript, Python, Typescript

Technologies: AWS, Bash, Docker, Express, Firebase, Git, Linux/UNIX, MySQL, .NET Core, Node.js, Postgres, React, SQL Server, Vim, Wordpress

Employment History

Software Engineer

University of Utah - USS NorthStar Team • Salt Lake City, Utah   01/2022 - Present

- Develop backend services using **C# .NET Core MVC**, **WPF** and **SQL Server** for a Learning Management System (LMS) that several technical colleges in the state of Utah use.
- Design database schemas and services to fulfill business requirements that thousands of users will experience.

Research Engineer

University of Utah - School of Computing • Salt Lake City, Utah   01/2021 - Present

- Develop **Plan Recognition AI** within UGME (Unity General Mediation Engine) project using **C#** and **PDDL**.
- Develop advanced **Steering Behavior** algorithms in **C#** for public use that will be available in the Unity Asset Store.

IT Specialist

Red Butte Garden • Salt Lake City, Utah   06/2019 - 12/2021

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

Lead Software Engineer

Plush Productions LLC • Salt Lake City, Utah   08/2019 - 05/2020

- Developed **key features** for the game such as: the rhythm engine, dialogue engine, and several other main rhythm mechanics using C# in the Unity engine.
- Used **Scrum** to successfully manage a group of 5 other Engineers through 2 semesters of game development.

Side Projects

- **FullStack C# App**
  - Developed a copy of Microsoft Excel using C# .NET Framework using WinForms and following MVC.
  - **Code Example**: https://github.com/diegoandino/Excel-Copy-App/blob/main/Spreadsheet/DependencyGraph/DependencyGraph.cs

- **BackEnd Focused Multiplayer Game**
  - Developed a Networking-focused multiplayer copy of Tank Wars using C# .NET Framework's Networking library, WinForms and followed MVC.

- **Code Example**: https://github.com/diegoandino/Tank-Wars-Multiplayer/blob/main/TankWars/NetworkController/Networking.cs

- **FullStack JS and Firebase App**
  - Built a bug tracking application called *FIXR* using Javascript and Firebase that also uses user authentication with Google and Facebook 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.
  - **Code Example:** https://github.com/diegoandino/Fixr/blob/master/public/js/app.js

- **FullStack ReactJS and Node.JS App**
  - Developed an app using using the Spotify API with ReactJS and Node.js to track and organize a user's playlists.
  - **Code Example:** https://github.com/diegoandino/Spotify-Playlists/blob/master/npm_spotify/server.js

---

Education

M.S in Computing

University of Utah • Salt Lake City, Utah   05/2024
Status: Admitted to the University of Utah's School of Computing for an M.S in Computing focused in Computer Networks.

Graduation Date: 05/2024

B.S in Games Engineering

University of Utah • Salt Lake City, Utah   Enrolled
                                                                                  08/2016
Status: Graduated with Honors and Dean's List.

Minor: Computer Science

Graduation Date: 12/2021