Diego Andino

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github | linkedin

EDUCATION

M.S in Computing   **Aug 2022 - May 2024**

University of Utah   *Salt Lake City, UT*

B.S in Games & Minor in Computer Science   **Aug 2016 - Dec 2021**

University of Utah • GPA: 3.6 • Dean's List   *Salt Lake City, UT*

SKILLS

Programming Languages

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

Technologies

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

EXPERIENCE

Software Engineer   **Jan 2022 - Present**

University of Utah • USS Northstar Team   *Salt Lake City, UT*

- Developed back-end services using C# .NET Core MVC 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
- 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   **Jan 2021 - Present**

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

IT Specialist   **Jun 2019 - Dec 2021**

Red Butte Garden   *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

Wonder • Mobile Application

Full Stack Software Engineer

- Built a location-based music sharing mobile application powered by the Spotify API, Google Maps API, React Native, Socket.IO, Node.js and MongoDB. A logged in user is able to see all users currently logged in around them in a certain radius and view their current playing song on Spotify
- Developed a server that accepts a large amount of concurrent users thanks to Socket.IO and Node.js
- Used the Authorization Code Flow to properly and securely authorize a user and refresh access tokens when needed after logging in
- Developed features like song likes that adds it to your Spotify liked playlist and a "Listen Along" feature which plays the current song another user is listening to at its current timestamp

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

Fixr • Bug Tracking Web App

Full Stack Software Engineer

- 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