Diego Andino

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47 W Fireclay Ave #517
Murray, Utah

GitHub Repository

https://github.com/diegoandino

Skills

Languages: Java, C#, C++, Bash, Javascript/Typescript, Python, HTML/CSS

Technologies: Git, Node.js, .NET Core, Express, Firebase, Postgres, Docker, Spring Boot, Maven, React, MongoDB/Mongoose

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Employment History

Research Engineer

University of Utah - Comp. Sci. Department • Salt Lake City, Utah — 01/2021 - Present

- Develop Plan Recognition AI within UGME (Unity General Mediation Engine) project using C# and PDDL.

IT Specialist

Red Butte Garden • Salt Lake City, Utah — 06/2019 - Present

- Maintained the website that's being deployed and updated using AWS, Jekyll and Git.
- Made the social media page for Red Butte Garden last year using Javascript and HTML/CSS.
- Currently working with Docker, Wagtail, Django, Postgres, and Python to build an Intranet site.

Lead Software Engineer

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

- Developed **key features** for the games such as: the rhythm engine, dialogue engine, and several other main rhythm mechanics.
- 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 Windows Forms and following MVC. Some of the BackEnd features are: Accurate cell-to-cell dependency and formula calculation, saving and loading spreadsheet XML files, and printing an entire spreadsheet.
  - **Code Example**: https://github.com/diegoandino/Excel-Copy-App/blob/main/Spreadsheet/DependencyGraph/DependencyGraph.cs (this piece of code represents cell-to-cell dependency).

- **BackEnd Focused Multiplayer Game**
  - Developed a Networking-focused multiplayer copy of Tank Wars using C# .NET Core and followed MVC.
  - Its Front-End was built using Windows Forms and panels, while the Back-End was designed using Models, Network Controllers, Async. Server and Client side requests, as well as TcpListeners for the local server itself.
  - The server can withstand 50+ connections at the same time as well as some of the game's main features were: custom FPS count, score system, teams, and accurate collision detection with projectiles, players, and walls on any map size.
  - **Code Example**: https://github.com/diegoandino/Tank-Wars-Multiplayer/blob/main/TankWars/NetworkController/Networking.cs (this piece of code represents the Network Controller for the game's Server).

- **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 tags, search bar, add/delete, open/closed tags for bugs, custom file location labels, priority tags, and titles.
  - **Code Example:** https://github.com/diegoandino/Fixr/blob/master/public/js/app.js (this piece of code represents the usage of Google's API for user OAuth and state).

- **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 (this piece of code represents the BackEnd of the app which is an npm Express server).
- **Kane's Shadow - Single Player Rhythm Game**
  - I was the Lead Engineer for our Capstone class game, *Kane's Shadow,* a rhythm-based trauma game made in Unity with C# about facing your own past traumas and current fears. Main roles were implementing and monitoring main game mechanics with other engineers, as well as team and project management using Scrum development with help of the Producer and Director.

Education

Bachelor's Degree

University of Utah • Salt Lake City, Utah

Enrolled 08/2016

Status: Currently a Senior at the University of Utah enrolled in the B.S in Games (Engineering focused) major (Major GPA: 3.6).

Minor: Computer Science

Important Coursework: Foundations of Computer Science, Algorithms & Data Structures, Software Practice I & II using C#, Discrete Structures, Traditional/Alternative Game Development in C#, and Capstone Game Development Project using C#.

Expected Graduation Date: 12/2021.

Languages

- English
- Spanish