Diego **San Miguel**

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA   **EXPECTED: MAY 2022**
Bachelor of Science in Electrical and Computer Engineering
Minor in Software Engineering

Cumulative GPA: 3.88 / 4.00 Dean's List
Relevant Coursework: Intro to Computer Systems • Principles of Software Construction • Principles of Imperative Computation • Structure and Design of Digital Systems • Probability Theory • Concepts of Mathematics

WORK EXPERIENCE

Phillips 66 • Software Developer Intern   Summer 2019
- Worked in agile development team to create a digital customer experience for business to business e-commerce
- Developed API's utilizing AWS API Gateway, Lambda, and S3 to transfer order and client data to users
- Constructed user interfaces using React and connected them to backend services

Carnegie Mellon Racecar Club • Systems Engineer   Fall 2018 – Spring 2019
- Designed a trunk for an electric racecar meant to house electronic components, wiring, and batteries
- Used 3D modelling software to design placement of components and assembly of the trunk
- Prepared design presentations for leadership team and assisted in finalizing financial costs for trunk

PROJECTS

NextUp (Hackathon Project) • Software Developer   Fall 2018
- Developed website that allowed users to vote on songs and change in real time the queue of a Spotify playlist
- Used a Spotify API in tandem with a Flask backend and React app to create the website
- Placed 3rd overall in hackathon out of 50+ teams, and was voted community favorite

Online Monopoly (Term Project) • Game Developer   Fall 2018
- Developed a custom multiplayer monopoly that can be played over several computers
- Special features included real-time bidding auctions and the ability to save games through JSON files
- Utilized PyGame and PyAudio to create the game, and sockets to connect different clients

Space Settlement Design Competition • Structural Engineering Lead   Summer 2017
- NASA sponsored competition where teams of 50 were organized as a company and responded to an RFP
- Voted by peers to lead structural engineering team to design a theoretical Mars Settlement
- Participated in final presentation, and placed 2nd in international finals

SKILLS

Programming: Python • C/C++ • JavaScript • TypeScript • HTML • CSS
Frameworks/Tools: Linux • NodeJS • ReactJS • Git • Azure DevOps
Methodologies: Agile • Scrum • GitFlow

ACTIVITIES

- **CMU:** Sigma Phi Epsilon Fraternity Booth and Buggy   Spring 2019 - Present
- **CMU:** Society of Hispanic Professional Engineers   Spring 2019 - Present
- **High School:** Varsity XC and Track Runner   Fall 2016 - Summer 2018