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 Dean's List
Relevant Coursework: Intro to Computer Systems • Principles of Imperative Computation • Fundamentals of Programming and CS • Electronic Devices and Analog Circuits • Concepts of Mathematics

SKILLS

Languages: Python • C • JavaScript • TypeScript • HTML • CSS
Software: NodeJS • ReactJS • Git • Azure DevOps • Solidworks • GrabCad
Methodologies: Agile • Scrum • GitFlow

WORK EXPERIENCE

Phillips 66 • Software Developer Intern   HOUSTON, TEXAS • SUMMER 2019
- Worked in agile development team to create a digital customer experience for business to business e-commerce
- Developed REST API's utilizing AWS API Gateway, Lambda, and S3 in order to transfer data to clients
- Developed user interfaces for the website using React and Material-UI

Carnegie Mellon Racecar Club • Systems Engineer   PITTSBURGH, PENNSYLVANIA • FALL 2018 – SPRING 2018
- Designed a trunk for an electric racecar meant to house electronic components, wiring, and batteries
- Used 3 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   PITTSBURGH, PENNSYLVANIA • 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 functional website
- Placed 3rd overall in hackathon out of 50+ teams

Online Monopoly (15-112 Term Project) • Video Game Developer   PITTSBURGH, PENNSYLVANIA • 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 develop gameplay, and sockets to connect different clients

Space Settlement Design Competition • Structural Engineering Lead   CAPE CANAVERAL, FLORIDA • 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

ACTIVITIES

- **CMU: Sigma Phi Epsilon Fraternity Booth and Buggy**   PITTSBURGH, PENNSYLVANIA • SPRING 2018 - PRESENT
- **CMU: Society of Hispanic Professional Engineers**   PITTSBURGH, PENNSYLVANIA • SPRING 2018 - PRESENT
- **High School: Varsity XC and Track Runner**   HOUSTON, TEXAS • FALL 2016 - SUMMER 2018