

# Diego Ivan Solis Cuevas

 Vancouver, BC |  disc3110@gmail.com |  +1 236 591 6362

 GitHub: [github.com/disc3110](https://github.com/disc3110) |  LinkedIn: [linkedin.com/in/diego-solis-277651184](https://linkedin.com/in/diego-solis-277651184)

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## SKILLS

**Languages:** Python, JavaScript, Java, R, SQL, Ruby, C#

**Frameworks & Tools:** React, Node.js, Redux, .NET Core, TailwindCSS, Git/GitHub, Docker (basic)

**Web Technologies:** HTML5, CSS3, REST APIs, Responsive Design

**Development Practices:** Debugging, Unit Testing, Agile Collaboration

**Soft Skills:** Communication, Time Management, Problem Solving, Team Collaboration

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## EDUCATION

**Associate of Science** – Computer Science

Alexander College, Vancouver, BC | Apr 2023 – May 2025

**Full Stack Web Development Program** – Microverse (Remote) | Jan 2021 – Mar 2022

1300+ hours of hands-on full-stack coding, pair programming, and project-based learning.

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## PROJECTS

**MatchMate** – Multiplayer Matchmaking Backend (Python, MySQL, Docker)

- Designed matchmaking system handling player queues and sessions.
- Built REST API endpoints for game integration.
- Containerized the project with Docker for scalable deployment.

**Etch-a-Sketch** (JavaScript, Responsive UI)

- Created an interactive drawing web app.
- Designed responsive layout for creative user interaction.

**Capstone Online Shop** (HTML, CSS, JavaScript)

- Built a fully responsive web store for board game products.
- Integrated shopping cart and filtering features.

**Portfolio Website** (React, Tailwind, Vercel)

- Built and deployed a personal portfolio showcasing projects.
- Implemented dark/light mode for accessibility.

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## EXPERIENCE

### **Software Developer** (Capstone & Freelance Projects) | Vancouver, BC | 2023 – Present

- Built MatchMate, a matchmaking backend for multiplayer games using Python and MySQL; designed REST APIs and containerized with Docker.
- Developed a responsive portfolio website with React and Tailwind, deployed to Vercel with CI/CD.
- Completed Microverse full-stack projects (Etch-a-Sketch, Online Shop, Telegram Bot), practicing Agile workflows, pair programming, and GitHub collaboration.

### **Volunteer Mentor** – Microverse (Remote) | Jul 2021 – Apr 2022

- Mentored junior developers on code quality, debugging, and Git workflows.
- Reviewed pull requests and ensured projects followed best practices.
- Enhanced team collaboration by facilitating peer learning and feedback.

### **Crew Leader** – On Stage Cleaning | Vancouver, BC | Aug 2022 – Present

- Supervised teams of 3–5 workers, improving completion time by 20%.
- Managed logistics (company vehicle, supplies, and scheduling) while meeting strict client deadlines.
- Developed organizational and leadership skills directly applicable to project management in software teams.