

Diego Saavedra

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EDUCATION

University of Illinois at Urbana-Champaign
The Grainer College of Engineering
Bachelor of Science in Computer Science

Anticipated: May 2024

GPA: 3.52/4.0

Relevant Coursework: Computer Architecture, Data Structures, Software Development Practices, Numerical Methods, Discrete Structures

SKILLS

Programming Languages: JavaScript (React), Java, Python, C/C++, SQL (MySQL, PostgreSQL), C#, Go
Enterprise Software: GitLab, GitHub, Microsoft Azure, Docker Containers

WORK EXPERIENCE

Cbba, Bolivia

Jala Soft

Software Engineer Intern

Jun 2020 – Aug 2020

- Collaborated with a team to develop scripts for multi-player 3D games using C# and JavaScript on Unity, which would later be used in courses taught to Jala Soft students.
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OUTSIDE SCHOOL COURSES

Codecademy

Feb 2020 - Present

- Computer Science Python (Career Path)
- Web Development (Skill Path)
- Create a Back-End App with JavaScript (Skill Path), Create a Front-End App with React (Skill Path)
- <https://www.codecademy.com/profiles/diegoas2>

Codewars

May 2020 - Present

- Improved my Python, Java, and JavaScript development skills through several programming challenges.
 - <https://www.codewars.com/users/dsaaved1>
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SELECTED PROJECTS

Doggy Match

Sept 2021 – Dec 2021

- Managed back-end development responsibilities for a semester-long app development team of 4 project where we had to create an Android app of our choosing made for multiple users.
- Video Demonstration: <https://m.youtube.com/watch?v=HGkS-f7xXHg&feature=youtu.be>
- Designed the algorithms for the match and chat features through Java (Spring Boot) and Web Sockets.
- Used Mockito for testing and SQL for managing data from the database.

Pro Cards

May 2020 – Jun 2020

- Developed all the logic behind a Poker game that can be played in multiplayer mode, with levels of increasing difficulty, and with time limits.
 - Programmed the backend through Python and Bash scripts.
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LEADERSHIP

Iowa State University

Ames, IA

Student - COM S 309: Software Development Practices

Aug 2021 – Dec 2021

- Awarded Best Manager of the class out of 250+ students for my guidance and the organization of my team in the making of the Doggy Match app.