

DIEGO SAAVEDRA

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EDUCATION

University of Illinois at Urbana-Champaign

Expected Graduation Date: Dec 2024

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Software Engineering, Web Programming, Internet of Things, Embedded Systems, Probability and Statistics, Database Systems

PERSONAL PROJECTS

1. AI Social Chat App

May 2023 – August 2023

[CLICK HERE](#) for video demonstration!

Bare React Native

- Developed an AI-integrated secure chat application, that enables real-time messaging using GetStream, AWS for secure user authentication, and OpenAI API for instant responses and enhanced collaboration.
- Introduced group creation functionality, similar to famous chat platforms, and facilitated direct messaging between users through username search.
- Implemented a photo-based feature, allowing users to snap multiple-choice questions and receive immediate answers with explanations, along with access to similar interactive practice questions. Users can also create custom interactive multiple-choice questions. Integrated user analytics to track the correctness of responses within group chats.
- Ensured thorough testing and quality assurance, making the app ready for publication on both the App Store and Google Play Store.

Expo

- Replicated the functionality of the AI-integrated chat application as described above, with the notable distinction of utilizing Firebase Realtime Database instead of Get Stream for the backend and Redux state management.
- Implemented Firebase for secure user authentication and included audio voice messages and image attachments within chat conversations, with optimized storage using Firebase Storage

2. Tik Tok Clone Web App

June 2022 – Aug 2022

- Developed a video hosting application that delivers an engaging user experience similar to TikTok.
- Implemented a dynamic and scalable database using Firebase to manage video content, utilizing a REST API for seamless data transfer between the client and server.

3. Doggy Match

September 2021 – December 2021

[CLICK HERE](#) for video demonstration!

- Developed a dog meetup mobile application that gives a user experience similar to Tinder that allows users to match with other dog owners. Incorporated multiple user roles, including account members, moderators, and viewers.
- Utilized Android Studio and Spring Boot as the front-end and back-end frameworks, Mockito for effective unit testing, and MySQL for user data storage.

SKILLS

Programming Languages: JavaScript, Python, Java, C++

Frameworks/Tools: React Native, React, AWS, Firebase, Spring Boot, GitHub, MongoDB

LEADERSHIP

CS 427 Software Engineering I

August 2021 – December 2021

Awarded Best Manager of the class for guiding a team of 4 in a class of 250+ students for a semester-long project.