DIEGO SAAVEDRA

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EDUCATION

University of Illinois at Urbana-Champaign — Anticipated: May 2024

Bachelor of Science in Computer Science — GPA: 3.52/4.00

Related Coursework:

- CS 225 (Data Structures & Algorithms)
- CS 427 (Software Engineering I)
- CS 233 (Computer Architecture)
- CS 357 (Numerical Methods I)

TECHNICAL SKILLS

• Frontend Web Frameworks – React/Redux, HTML/CSS
• Backend Web Frameworks – Express (Node.js), Django, Spring Boot
• Database Technologies – SQL, Postgres, Firebase, MongoDB
• Programming Languages – Java, Python, C/C++, JavaScript

PROJECT HIGHLIGHTS

Video World (Tik Tok Web) June 2022 – Present

- Developed a web short-form video hosting application that allows users to scroll videos in a similar workflow to TikTok. A video live streaming feature and profile editing are currently being implemented.
- Incorporated Firebase to construct a relational database to retrieve and upload the videos and a Rest API to transfer data between the web client and server.
- Utilized **JavaScript** to parse data from API calls and React, HTML, and CSS to create a user-friendly interface.

Doggy Match (Tinder for dogs) Sept. 2021 – Dec. 2021

- Created a dog meetup android mobile app where users can match, chat, and meet dogs and their owners. Made for multiple users, such as account members, moderators, and viewers. Potential matches are sorted from most common to least common based on the dog preferences a user enters when creating an account.
- Adopts WebSockets API to open a two-way interactive communication session between the client and the server for real-time messaging.
- Uses **Java** as the programming language, Android Studio/Spring Boot as the frontend/backend frameworks, Mockito for effective unit testing, and MySQL as user data storage.

Pro-Cards (Poker game) May 2020 – July 2020

- Created a poker game application that allows users to play with time limit options in multiplayer against a smart computer that bets based on the user's difficulty settings.
- Implemented an algorithm that uses probabilities to predict the next card. Incorporated machine learning models to learn the opponent's moves and determine the best time to bluff the user, fold, or increase the bet.
- Programmed in **Python** and used Python dictionaries and libraries to manipulate and store every card combination possible.

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

CS 427 Software Engineer I Aug. 2021 – Dec. 2021

- Awarded Best Manager of the class of 250+ students for my guidance and the organization of my team in the making of a semester-long project.

Software Engineer Club Member Feb. 2021 – May 2022

- Attended weekly sessions and collaborated with a team to develop professional websites using JavaScript and HTML/CSS for multiple RSOs.