

Ayden Diel

Boston, MA - aydendiel@gmail.com - (508) 638 8824 - <https://github.com/leiDnedyA>
<https://www.linkedin.com/in/ayden-diel-9b0972191/> - <http://aydendiel.me/>

Skills

Programming Languages/Frameworks: JavaScript, Python, Java, TypeScript, Node.js, Next.js, React, HTML, CSS

Software/Databases: Linux/Unix, VSCode, Git, GitHub, Firebase, Docker

Language Proficiency: English (native), Spanish (fluent)

Education

University of Massachusetts Boston Boston, MA
BS Computer Science *GPA: 3.9* Sep 2022 - Dec 2025

freeCodeCamp.org Online
JavaScript Algorithms and Data Structures Certification Mar 2021 - Apr 2021

Work Experience

Software Dev Intern/Research Assistant - UMass Boston Boston, MA
Contributed to developing an open source Racket to JavaScript compiler, updated it's web-app, improved syntax for React wrapper reducing code verbosity by 40%. Jun 2023 - Sept 2023
<https://github.com/racketscript>

Teacher's Assistant - Intro to Computer Science - UMass Boston Boston, MA
Ran discussion sessions and graded code for 53 students, course taught in Python. Jan 2023 - May 2023

Coding Projects

Interactive Exoplanet Predictor React.js, JavaScript, Python, HTML, CSS, JavaScript 3D Graphics Library (THREE.js) <https://github.com/leiDnedyA/interactive-exoplanet-predictor>
Developed a full stack web app and 3D modeler for a ML model that predicts the number of planets a solar system has based on star data. *Other Collaborators: Edward Gaibor*

Developer Portfolio Site TypeScript, JavaScript, React.js, HTML, CSS <https://github.com/leiDnedyA/Portfolio-Site>
Responsive portfolio site that introduces me, shows off my skills and projects, and provides my contact info.

Multiplayer Web Maze JavaScript, Node.js, Express.js, WebSocket, Heroku, HTML, CSS - A multiplayer maze game with social features. <https://github.com/leiDnedyA/Web-Maze>

Relevant Coursework

Intermediate Data Structures and Algorithms Spring 2023
Covered OOP, data structures and algorithms using Java.
Projects: 8-puzzle solver using A* algorithm, percolation simulator, autocomplete implementation, KDTree implementation, and more

C Programming Language Spring 2023
Learned how to write programs in C and created several small projects.

Competitions and Community Involvement

UMass Boston Computer Science Club (Session runner) 2023 onward
I plan coding activities, competitions, and guest speaker events.

UMass Boston Computer Science Club Competition Participated in 2022
Worked in a team developing a web app and machine learning model (Interactive Exoplanet Predictor, mentioned above), got second place.

Google Code-In Git, GitHub, Open-Source, Python, Linux Participated in 2017 & 2018
Contributed to 6 different open-source projects using git and GitHub.