

Diego San Miguel

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EDUCATION

Carnegie Mellon University, Pittsburgh PA

EXPECTED: MAY 2022

Bachelor of Science in Electrical and Computer Engineering
Minor in Software Engineering

Cumulative GPA: 3.81 / 4.00

Relevant Coursework: Intro to Computer Systems • Principles of Software Construction • Principles of Imperative Programming • Structure and Design of Digital Systems • Probability Theory • Concepts of Mathematics

Fall 2020 Coursework: Algorithms and Advanced Data Structures • Distributed Systems

WORK EXPERIENCE

Microsoft • Software Engineering Intern

Summer 2020

- Expanded delivery options of a .NET notification platform used by 1000+ employees, to include Microsoft Teams
- Developed commands for the platform's PowerShell client and added debugging features for developers
- Designed a React app that compiles metadata of notification events and facilitated new notification creation

Phillips 66 • Software Developer Intern

Summer 2019

- Developed REST APIs utilizing AWS API Gateway, Lambda, and S3 to transfer order and client data to users
- Constructed order dashboard and login pages and connected them to my REST APIs using React and TypeScript
- Worked in an agile development team to create a digital customer experience for oil industry e-commerce

PROJECTS

DragonTradeBot • Co-Creator and Developer

Summer 2020

- Created a trading bot that executes a long short equity trading strategy using AlpacaAPI brokerage
- Developed a dynamic stop loss algorithm that is calculated for all positions during market hours
- Setup a VM that runs the bot during market hours and logs performance and transaction info into JSON files

NextUp • Software Developer

Fall 2018

- Developed website that allowed users to vote on songs and change the queue of a Spotify playlist in real time
- Built the website using a Spotify Python web API in tandem with a Flask backend and React JavaScript frontend
- Placed 3rd overall in hackathon out of 50+ teams, and was voted community favorite

Online Monopoly • Game Developer

Fall 2018

- Developed a custom multiplayer monopoly game in Python that can be played over several computers
- Built a Python server and client program using socket network programming to enable multiplayer
- Special features included real-time bidding auctions and the ability to save games through JSON files

Carnegie Mellon Racecar Club • Systems Engineer

Fall 2018 – Spring 2019

- Designed a trunk for an electric racecar meant to house electronic components, wiring, and batteries
- Modelled placement of components and assembly of the trunk using 3D modelling software
- Prepared design presentations for leadership team and assisted in determining financial costs for trunk

SKILLS

Programming: Java • C • C++ • C# • Python • JavaScript • Typescript • System Verilog

Frameworks/Tools: Linux • Git • PowerShell • ReactJS • .NET • Azure DevOps • AWS Gateway & Lambda

Methodologies: Agile • Scrum • GitFlow