

# Diego “Alex” Holguin

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## Summary

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- Recent Computer Science graduate
- 4+ years of software development
- Linux enthusiast currently pursuing CompTIA Linux+ and Security+ certifications.

## Qualifications

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Skills	Software	Hardware	Languages
➤ Object Oriented Programming	➤ SVN	➤ Wireshark	➤ C
➤ Agile Development	➤ Bash	➤ TCP/IP	➤ C#
➤ Server Programming	➤ Virtual Box	➤ Vi/Vim	➤ Java
➤ Embedded/ Firmware Development	➤ VMWare	➤ Emacs	➤ C++
➤ Multi-Threaded Application/ Programming	➤ Valgrind		➤ MySQL
➤ Algorithm construction and analysis	➤ Github		➤ Python
	➤ Ubuntu		➤ Scala
	➤ Eclipse		
	➤ Visual Studio		

## Education

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Quinnipiac University, Hamden, Connecticut

Bachelor of Engineering, Computer Science; Bachelor of Arts, Game Design

May 2017

Minor in Mathematics; 3.5 GPA

## Work Experience

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Fiber Mountain, Cheshire, CT

Junior Software Engineer

10/2016 to 05/2017

- Developed a command line device driver with the IIC bus that enabled system programmers to read/write data to detected Mifare cards through a SL030 card reader on a raspberry pi.

Broken Crayon Games, York, PA – Remote

Junior Programmer

03/2015 to 10/2016

- Developed an interactive main menu system that enhanced gameplay.
- Developed a variety of in game enhancements in addition to upgrading core gameplay GUI elements to reflect Unity's updated UI

## Related Projects

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Zoocy Chat Server [Java]

- Server that handles communication between Zoocy's front end application. Enables creation of private rooms with password that are encrypted, and private messaging users.

Neural Network Driver [C]

- Program which teaches the mBot in an unsupervised capacity how to follow a line via a neural network.