

# DIEGO MACEDA

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## EDUCATION

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<b>The University of Texas at Austin</b>	Bachelor of Science in Computer Science Relevant Coursework: Introduction to Programming, Data Structures and Algorithms, and Discrete Mathematics	May 2020
<b>Seven Lakes High School</b>	Top 4.5% of class of 750	June 2016
<b>Coursera, Rice University</b>	Topic: Introduction to Interactive Programming in Python	Spring 2014

## ACADEMIC PROJECTS

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**Lego Mindstorms NXT – ROBOTC** Spring 2015

- Worked on several spatial recognition scenarios so the NXT could travel autonomously through adverse environments
- Developed an improved mechanism for increasing the turning degree accuracy of the robot using a Lego figurine hat as a ball pivot instead of a stop/start method of turning

**“Asteroids” Video Game – Python** Spring 2014

- Developed a clone of the popular video game through Coursera
- Code and playable game found here: [http://www.codeskulptor.org/#user38\\_RURdWlhXw4\\_12.py](http://www.codeskulptor.org/#user38_RURdWlhXw4_12.py)

**“Quidditch” Simulation – Java** Spring 2013

- Designed and developed a text based simulation of a Quidditch game
- Found trouble initially figuring out how to make a simulation that would react to the user’s inputs
- Solved these problems through design – Creating very specific classes for every aspect of the game allowed me to eventually solve the problem of complexity

**“Seven Wonders” Board Game – Java** Fall 2013

- Designed and developed a text based version of the board game “Seven Wonders”
- Ran into problems with the complexity of the board game; however, was able to overcome these problems by simply continue each large problem into smaller, more manageable pieces

## EXTRACURRICULAR ACTIVITIES

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**Mobile App Development – Active Member** Present

- Attend workshops that cover iOS and Android development in order to learn about each respective platform

**Electronic Game Developers Society – Active Member** Present

- Attend workshops and Game Jams in order to learn the Unity game engine platform and create video games

## HONORS

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- National Merit Commended Scholar Fall 2015
- National Hispanic Recognition Program Fall 2015
- AP Scholar with Distinction July 2016

## Programming Languages

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**Experienced in:** Java, Python, ROBOTC

**Exposure to:** C, C++, Visual C#, SQL, and Swift

## ADDITIONAL INFORMATION

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**Interests:** Autonomous Robots, Mobile Applications, Graphic Design, and Cello Performance