Angel V. Delgadillo Jr.

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EDUCATION

University of California, Los Angeles *Los Angeles, CA*
Bachelor's of Science March 2017
Computer Science and Linguistics

UCLA Extension Web Development Program *Los Angeles, CA*
Certificate of completion August 2018

WORK EXPERIENCE

Omron Delta Tau *Chatsworth, CA*
Associate Software Engineer April 2017 — Present
- Innovate and implement new features to the backend and frontend of our company's Intergrated Development Environment using C#, XAML, MySQL and Linux Commands.
- Introduce methodologies and practices that enhanced product reliability including, unit testing, WPF, and Model View ViewModel Implementation.
- Collaborate with the software, hardware and firmware departments, company wide to produce efficient, reliable, and user friendly code.
- Quickly learn and master new technologies in both team and self-directed settings.

SKILLS

Current Focus: C#, Xaml, MySQL, WPF, MVVM

Front End: Html, CSS, React.js, Javascript, Jquery, AJAX, Handlebars, Bootstrap, Materialize

Back End: Node.js, Express.js, MongoDB, Mongoose, MySQL, Sequelize , Amazon S3

Other: GIT, Heroku, Lisp, Linux, C++, Haskell

PERSONAL PROJECTS

Portfolio *April 2018*
- Utilized such technologies as, HTML, CSS, Bootstrap, Google Materialize and JavaScript
- Implemented a website that allows viewers to view my information, personal statement and various projects I have worked on.

Ticketmaster Event Search *March 2018*
- Collaborated with a small group of developers to create a responsive web page that queries Ticketmaster's API based on a criteria, then shows these events as Google Maps markers and Bootstrap cards.
- Parsed the Ticketmaster response from ajax and created a list of location objects with the latitude and longitude of the event as members.
- Navigated the Google Maps Api to animate and display each events location and a marker on the map.

Arduino Board Voice Activated Light Switch *April 2018*
- Enabled a Arduino Board and a bluetooth chip to respond to voice commands given off a app on a phone.
- Successfully moved servos to switch light switch on and off when given the appropriate voice commands.

Tetris *June 2015*
- Utilized OpenGL and C++ to implement a version of Tetris that used several layers of inheritance and abstract classes to implement that various tetrominos