

# ALFRED ALEJANDRINO

P: 925-577-4481

[alejandrino.alfred@gmail.com](mailto:alejandrino.alfred@gmail.com)

[Portfolio](#)

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## LANGUAGES

Ruby/Ruby on Rails, JavaScript, React.js, Redux, SQL, JQuery, GitHub, HTML 5, CSS 3, Rspec, Node.js, MongoDB, Express

## PROJECTS

**Lootrify** | (*React/Redux, Ruby on Rails, Javascript, HTML*) | [live](#) | [github](#) May 26 - June 7, 2018

- Implemented secure user login authentication using Bcrypt and SecureRandom to encrypt all user passwords and login sessions.
- Utilized the data flow of React with Redux to direct information to certain pages and to minimize errors.
- Augmented all modals in the project with additional code in order to retain more information.

**Tetris Puzzle** | (*Javascript, HTML*) | [live](#) | [github](#) June 8 - June 16, 2018

- Created a game using Javascript with Canvas which does not rely on any pre-built external libraries or extensions.
- Formulated custom grid system with Event Handlers and translated them into data that is more clear for the game and user.
- Improved user experience by implementing music and sound effects that are in sync with user actions.

**Parking Sniffer** | (*Mongo.db, Express, React/Redux, Node.js, Javascript, HTML*) | [live](#) | [github](#) June 17 - June 26, 2018

- Collaborated with team members to produce a web application that allows users to lease their private parking spots or to request reservations to use others'.
- Integrated Google Maps through the use of their API in order to provide our users precise locations of nearby parking spots as well as directions to their destinations.

## EXPERIENCE

### Design / Manufacturing Engineer

*Wooden Window, Inc. - Emeryville, CA*

Oct 2016 - Apr 2018

- Collaborated with internal and external teams in order to prepare comprehensive detailed drawing packages, production instructions, and bill of materials for each project.
- Actively contributed to projects during their design phases and closely worked with the production team to ensure that each G-Code (machine tool programming language) is complete.
- Offered solutions and improvements to existing processes and internal software (FileMaker) using basic programming language.

### ORG Engineer

*Bay Home & Window - Pleasanton, CA*

Oct 2013 - Dec 2016

- Utilized a special Computer Aided Design (CAD) software (ORG Design) in order to provide customers and installers 2D and 3D drawings for each built-in system projects.
- Worked directly with designers, drafters, and customers in order to meet project requirements and to ensure that production documents are complete.
- Generated bill of materials and procedures for each project in order to provide complete instructions to the installation team.

### Mechanical CAD Specialist

*Phase 5 Corporation - San Jose, CA*

Feb 2011 - Jun 2013

- Effectively Utilized CAD application (Pro/E) and worked directly with customer companies to assemble, manufacture, and test projects that are in prototype / R&D stages.
- Worked directly with Product Engineers to assemble, manufacture, and test their microscope/inspection tool systems.

## EDUCATION

**University of California, Davis** - *BS Mechanical Engineering, concentration on Product Design* - 2005-2010

**App Academy** - Immersive 1000-Hour Web Development Program of < 3% acceptance rate - Spring 2018

- Full-stack Development and emphasis on best coding practices, style, and pair-programming.