ALFRED ALEJANDRINO

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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 | *May 26 to June 15, 2018* | *(React/Redux, Ruby on Rails, Javascript, HTML)*   live | github
- Implemented a secure user login authentication using Bcrypt and SecureRandom to encrypt all user passwords and login sessions while utilizing a Ruby-on-Rails backend for PostgreSQL database queries and a frontend that utilizes React / Redux.
- Effectively utilized the unidirectional data flow of React with Redux to maintain control over which information or data is shown at certain pages and to minimize errors which makes the site more predictable and reliable.
- Augmented all modals in the project with additional code in order to retain more information when navigating from one part of the website to another.

Tetris Puzzle | June 16, 2018 | *(Javascript, HTML)*   live | github
- Created a game using only Javascript with Canvas which does not rely on any pre-built external libraries or extensions.
- Formulated Canvas coordinates through the use of Event Handlers and translated them to data that the game and user would better understand.
- Greatly improved user experience by implementing music and sound effects that are in sync with user actions.

Parking Sniffer | June 17 to 26, 2018 | *(Mongo.db, Express, React/Redux, Node.js, Javascript, HTML*)   live | github
- Collaborated with team members to produce a web application dedicated to user experience and convenience that allows users to lease their private parking spots or to create reservations to use others'.
- Implemented the use of Google Maps 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 until they are installed - closely worked with the production team to ensure that each G-Code (machine tool programming language) is complete.
- Continuously offered effective 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 final design documents for production 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.