ALFRED ALEJANDRINO

P: 925-577-4481   alejandrino.alfred@gmail.com   Portfolio   LinkedIn   Github

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 which prevents unauthorized users from accessing other accounts.
- Utilized the unidirectional data flow of Redux to direct information to each page and to minimize errors.
- Designed all modals in the project to retain more data through props which allowed them to be more reliable.

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) was complete.
- Offered solutions and improvements to existing processes and internal software (FileMaker), which saved time from doing recalculations and minimized project errors that could cost the company $1000 to $10000 per project.

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 which gave them visuals of how the project will look like.
- Worked directly with designers, drafters, and customers in order to meet project requirements and to ensure that production documents are complete a week in advance.
- Generated bill of materials and procedures for each project in order to provide instructions for 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

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