

ALVARO IZQUIERDO

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Education

Stevens Institute of Technology

Bachelor of Science in Computer Science | GPA: 3.756

Expected May, 2028

Hoboken, NJ

Relevant Coursework

- Computer Architecture and Organization
- Algorithms
- Data Structures
- A.I and Machine Learning
- Data Science and Analytics
- Discrete Structures

Experience

Code in Place

April 2025 – May 2025

Section Leader

Stanford-Remote

- Taught weekly computer science classes to 15 international students as a Section Leader, focusing on foundational programming skills.
- Developed and delivered project-based lesson plans covering Python topics such as lists, dictionaries, and AI tools, culminating in a small program each session.
- Led interactive coding sessions using Stanford's Karel platform to reinforce algorithmic thinking and problem-solving through hands-on practice.

Student Office Assistant

September 2024 – Present

Student Job at SIT (University Events)

Hoboken, NJ

- Welcome and engage with students, families, and visitors by offering directions, answering questions, and creating a friendly, approachable environment during campus events.
- Support event setup by arranging spaces, preparing materials, and ensuring audio/visual technology functions smoothly for speakers and presenters.
- Collaborate with event staff to troubleshoot technical issues and provide on-the-spot assistance, helping events run efficiently and professionally.

Projects

ClassChat | Java, SpringBoot, TypeScript, Node.js

June 2025

- Developed a full-stack class collaboration platform for students to connect and communicate based on shared courses, using Spring Boot for the backend and H2 as the in-memory database.
- Designed and tested RESTful APIs with Postman and DBeaver to support user authentication, classroom enrollment, and real-time message exchange.
- Built the frontend with Node.js and TypeScript, leveraging AI tools to accelerate development while learning modern web technologies and UI design practices.

FPS Renderer | C++, Bash

November 2020

- Built a simple 3D first-person renderer in C++ using raycasting techniques, Windows API, and console-based graphics to simulate a player navigating a maze.
- Followed a tutorial-based approach to deepen understanding of core C++ concepts such as pointers, math libraries, memory management, and performance optimization.
- Practiced real-time rendering, input handling, and screen buffering while gaining hands-on experience in low-level programming and game loop architecture.

Personal Finance Tracker | Python, SQL, PostgreSQL, pandas, streamlit cloud, supabase

June 2025

- Performed ETL on real-world financial data using pandas and PostgreSQL
- Wrote optimized SQL queries for aggregating transaction data
- Utilized Supabase for relational data storage, implemented Python for data preprocessing and analytics, and deployed the dashboard using Streamlit Cloud for interactive visualization and sharing.

Technical Skills

Languages: Python, Java, C++, HTML/CSS, DrRacket, SQL, Bash

Developer Tools: VS Code, IntelliJ IDEA, CLion, DBeaver, Postman, Git, GitHub, Docker, Supabase, Streamlit Cloud

Technologies/Frameworks: SpringBoot, PostgreSQL, Pandas, Streamlit