ALIEL REYES

SOFTWARE DEVELOPER

I am an experienced software developer who has a passion for creating industry-standard web applications that help solve problems or enhance pipelines. My specialty lies in front-end development with a knowledgeable background in creating full-stack applications, allowing prioritization of the user experience to influence the overall app direction. I utilize my degree in video game engineering along with my IT experience to create applications with users as the primary focus.

CONTACT

alielreyes@gmail.com ✉

(951) 520-7457 📞

San Jose, CA, 95125 📍

EDUCATION

SDMM PROGRAM
July 2020

Software Development Mastermind Program is a rigorous hands-on mentorship program that simulates a work environment by focusing on building real-world projects while receiving coaching from industry software developers.

COGSWELL COLLEGE
San Jose, CA

B.S. Game Design and Engineering (May 2017)

TECHNOLOGY

LANGUAGES
JavaScript, HTML, CSS, SQL

FRAMEWORKS
Express.js, Bootstrap, MDBoostrap

LIBRARIES
React, Google Charts

OTHER SOFTWARE/TOOLS
Node.js, MySQL, PostgreSQL, Git, NPM, Heroku, Terminal, Netlify

SKILLS

Git Flow

UX Programming

Corporate level communication experience

Ability to learn concepts and apply them to other problems

Experience working with large and small clients

English and Spanish speaker

PROFESSIONAL EXPERIENCE

APPLICATION SUPPORT ENGINEER   *02/2018 – Present*
All About Parking, San Jose, CA

- Worked in a corporate level environment providing IT support, tool development, and training material for the company.
- Created internal applications using Appsheet, JavaScript and Google Apps Script facilitating new business opportunities.
- Developed a ticket management pipeline for the IT department reducing the cost of services.
- Constructed visual analytical reports that expedited managements high-level business decisions.

TECHNICAL PROJECTS

FANTASY STOCKS   *10/2020 – 11/2020*
Application that allows users to trade shares from any company utilizing fake money.

- Developed a custom user authentication system by utilizing PostgreSQL to store user sessions.
- Added custom HTTP request validation that verifies user permissions when requesting or posting data.
- Implemented unit tests to facilitate debugging and reduce possible future errors.
- Managed stock information through multiple relational database tables, optimizing table structure.

TWEET FEED   *09/2020 – 10/2020*
This application utilizes Twitter and my internal API to fetch and display filtered tweets.

- Implemented functionality to search for tweets in a user's timeline or by content, resulting in a more streamlined user experience.
- Utilized Node.js and Express.js to create internal API in order to manipulate and organize data from Twitter's API.
- Integrated custom tweet cards by parsing Twitter's data resulting in cards that allow for videos, images and links.

VIDEO GAME SCOUT   *05/2020 – 06/2020*
Dynamic application used to search for video game information and community posts.

- Utilized AJAX principles to fetch from a REST API to load comments, search the video game database, and populate the webpage.
- Constructed application by utilizing the design pattern Presentational and Container Components, by decoupling logic from UI, this allows for developers to update and expand functionality quickly.
- Developed a search bar feature that dynamically renders suggestions by utilizing Reactjs, resulting in a robust and reusable UI component.