

Joseph Alfredo

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Web - <https://Bentzkast.github.io>

<https://github.com/Bentzkast>

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SKILLS

- Software Language : Java, C#, C, JavaScript, HTML, CSS, SASS
- Library & Framework : NodeJS, JQuery, Angular, React, Bootstrap, Unity
- Database : XML, SQL, MySQL, PostgreSQL, MongoDB
- Tools & Testing : Git, Github, Postman, Mocha, Bash Script, Gulp

EDUCATION

- **B.S. Computer Engineering, California Polytechnic State University, 2015 - 2018 (Dean List)**
- **A.S. Computer Engineering, Green River Community College, 2013 - 2015 (Graduated with Honors)**

EMPLOYMENT HISTORY AND RELATED EXPERIENCE

Front End Developer, California Polytechnic Undergraduate Research *San Luis Obispo, CA - 2018/02 to 2018/06*

Box Model - Web Application - <https://bentzkast.github.io/BoxModel/> (React Application)

- Achieved dynamic visual presentation of a university level statistic concept by implementing a single page web application with React and Bootstrap framework.
- Collaboration via GitHub and weekly meetings with Professor Dennis L. Sun.
- Designed UI to ensure maximum clarity and minimize user confusion by implementing animation for each step and drop-down interface with CSS and Javascript.
- Programmed the state management logic for the application with React framework which works seamlessly with Professor's custom-made histogram code.

Math Tutor, Green River Community College

Auburn, WA - 2013/09 to 2013/12

Math Tutor - On-site tutoring

- Helped diverse students in math assignment and understanding the basic concept of college-level math.
- Organized group study session and acquire additional necessary knowledge for further mastery of the subject.

PERSONAL & UNIVERSITY PROJECT

Cookery, Personal Project, Seattle WA

Shoreline, WA - 2018/05 to Present

Cookery - Recipe sharing web application - Angular with ASP.NET core

- Utilized JSON web token as an authorization strategy for the application, with protected routes and data transfer objects for validations.
- Served REST API with ASP.NET core with entity framework as an object-relational mapper, with a repository pattern to ease database migrations.
- Implemented Angular-6 as a client-side application which displays various data served from the API.
- Designed display style for the recipes with bootstrap and custom stylesheet.

Space Economy Simulator Project, University Project

San Luis Obispo, CA - 2018/01 to 2018/06

SES - Unity game - C#

- Modeled real-world international economic transaction of goods, supply, and demand.
- Implemented the Dijkstra algorithm for calculating the optimum path for goods supply chain.
- Utilized Unity engine API for games objects graphical rendering and C# for the game model of the economy simulation.