Felix Alvarado

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SKILLS JavaScript, React, Redux, Node.js, MongoDB, Express, Passport, Ruby, Ruby on Rails, SQL, SQLite, PostgreSQL, CSS3, HTML5, HTML Canvas, iQuery, Git, Bash

EXPERIENCE

Technical Support Engineer - Developer Support

Twilio

January 2019 - Present

- Troubleshoot a variety of server-side and client-side issues in multiple environments and languages such as JavaScript, PHP, Swift, Ruby, C#, Java, and Python
- Assesses developers' use-cases and requirements in order to provide guidance on the most effective way of integrating Twilio's technologies in their applications
- Analyze HTTP requests and data transfers to help developers pinpoint and solve problems that can occur in both their application and Twilio's SDKs/APIs
- Handles and maintains environments for most of Twilio's Generally Available products to reproduce customer issues
 when needed

Designated Trainer/Server

The Cheesecake Factory

July 2016 - Apr 2018

- Trained 10+ servers on how to follow the company's service standards, as well as how to use our POS system.
- Implemented the newest standards that were determined at quarterly trainer meetings in order to improve both employee and guest experience.

Manager/Server

Pappadeaux Seafood Kitchen

Aug 2010 - Dec 2015

Effectively managed and coached over 100 employees through daily observation and monthly performance reviews.

WORK SAMPLES

360px (React, Redux, Ruby on Rails, PostgreSQL, Webpack, Heroku, Cloudinary API)

Live Site | Github

A single-page app that allows users to upload and share photos, follow other users, and receive notifications

- Created multiple photo sorting algorithms that use follower and timestamp data to retrieve relevant photo information based on the current user and page.
- Provided a more streamlined user experience by decreasing picture load time through the use of image sizing in Cloudinary's API.
- Leveraged the local state of multiple components to feature adaptive user views that seamlessly change with follow toggling and notification updates
- Configured a user authentication with Bcrypt to make use of password hashing and promote better security for users in the database

Outbreak (JavaScript, HTML Canvas, CSS3)

Live Site | Github

A zombie outbreak simulator that lets users modify human/zombie encounter statistics

- Utilized object oriented programming and ES6 classes to maintain interconnectivity of vital simulation elements.
- Configured a survival algorithm that determines the rate of human infection. Survival statistics are deduced by the amount of adjacent allies that each figure of interest has.
- Manipulated DOM input elements to feature a table of survival percentages that the user can adjust, allowing for a
 direct influence of how human/zombie encounters are resolved.
- Created a chase algorithm that determines both human and zombie movement. By considering surrounding entities within a specified range, it determines the best spot through distance calculation and comparison.
- Leveraged multiple event listeners to capture mouse location and button clicks, thereby allowing users to add humans and zombies anywhere on the field while the simulation is running.

EDUCATION

App Academy (July 2018)

Immersive software development course with a 3% acceptance rate that focuses on full stack web development.

University of Houston (May 2014)

BS - Mathematics BS - Economics