Felix Alvarado

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SKILLS

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

WORK SAMPLES

360px (React, Redux, Ruby on Rails, PostgreSQL,Cloudinary API, 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 retrieve relevant photo data based on the current user and page. The algorithms also consider the user's followers and photo timestamps.
- 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

Flipt (React Native, Node.js, MongoDB, Express, Passport, Google Books API, Google Maps API)   Github
An iOS app that allows users to share books with other people in their community

- Utilized the google books api to allow users to search books by title or isbn, and add books to their profile with minimal input.
- Implemented an interactive google map that shows books and real time locations simultaneously, with books changing based on user input in the search bar.
- Created nested schemas in mongoose to further enhance the speed of data flow and provide book information at a faster rate to front-end, thereby decreasing wait time and heighten user experience.

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

EXPERIENCE

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
- Reduced labor hours by 27% by analyzing employee workflow and scheduling accordingly.
- Effectively managed and coached over 100 employees through daily observation and monthly performance reviews.