GUILLERMO ALFARO

Full Stack Software Engineer

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TECHNICAL SKILLS

- Front-End: React, JavaScript/TypeScript, HTML5, CSS3
- Back-End: Python, Vercel, RESTFul APIs, SaaS, Django, Node.Js, MongoDB
- Libraries: Cesium, Pandas, GeoPandas, Three.js
- Project Management: Scrum, Agile, Git, CI/CD, Asana, Slack, Microsoft Teams, ClickUp, Jira, Figma

EXPERIENCE

C3 AI (VIA PARADYME)

REDWOOD CITY, CA

Full Stack Software Engineer

June 2024 - Present

- Optimized 3D mapping software, achieving a **3x performance improvement**, 9 -> 29 fps.
- Leveraged Cesium for the DoD, to show targets, objectives, ETAs, counter-measures, exceeding MVP requirements.
- Refactored form input logic, reducing user clicks by 8 per form, improving data entry efficiency.
- Redesigned Cesium dragging resulting in reduced code complexity by 35% (measured in loc).

NEW FRONTIER FUNDING (FIN-TECH STARTUP)

San Diego, CA

Software Engineer

Nov 2023 - May 2024

- Built a **lead procurement pipeline**, saving \$100k/year by removing dependency on third-party data brokers.
- Fine-tuned a GPT model for CEO/Owner identification, **boosting accuracy**, increasing lead quality.
- Implemented an advanced email verification system using Holehe, reducing bounce rates by 10%.

EDUCATION

UNIVERSITY OF CALIFORNIA SANTA CRUZ

Bachelor of Science, Computer Science

Santa Cruz, CA SEP 2020 - Sep 2023

BAKERSFIELD COMMUNITY COLLEGE

Associate of Science, Mechanized Agriculture

Bakersfield, CA
June 2016 - May 2020

PROJECTS

CachMe (React Native)

- Social media app where you see posts only within a certain radius of you.
- Created custom components to give a consistent, uniform look all around the app.
- Leveraged Google Maps API and Google Maps Heatmap to show hotspots of posts.