

GUILLERMO ALFARO

Software Engineer

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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

RELEVANT COURSES

- Data Structures & Algorithms / Algorithm Analysis
- Principles of Computer System Design
- Intro Software Engineering
- Game Artificial Intelligence
- Computational Models (Regex)

PROJECTS

- Upgraded PacMan Ghost AI
 - I reengineered the PacMan Ai to use behavior trees instead of static state machines
 - My team created different difficulty modes to have the Ghost AI be more dynamic and unpredictable
 - I introduced guarding and multiple cutoff mechanics to add more possible states the behavior tree could be in
 - Because of these upgrades we made PacMan 4.4 times harder
- Used React Native to build cross-platform location based social media app on geocaching but for posts
 - I used google maps API to show posts and give a path to their location
 - I implemented the UI for the home feed, post creation page, and singular post view
 - My team and I used Scrum and Agile practices to organize and lead our team in a collaborative way
- Built multi-threaded HTTP server using C
 - I used websockets and regex to retrieve and parse information sent to my server
 - I used mutexes to make server thread safe and deadlock/livelock safe

TECHNICAL SKILLS

- Program Management: Scrum methodologies, Agile, Git, CI/CD
- Programming Languages: Python (Advanced), C (Experienced), C++ (Experienced), Js/Ts (Advanced), React (Experienced), Django (Experienced), SQLite (Intermediate), RESTful APIs (Intermediate)

EXPERIENCE

WILBUR-ELLIS

Operations Specialist Intern

Shafter, CA

June 2022 - Sep 2022

- Be first contact with customers that call, walk-in, or email
- Take orders and cross check to see if they're available/check if permit is required
- Assign deliveries to drivers in a way to efficiently manage time and resources