

GUILLERMO ALFARO

Software Design Engineer

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EXPERIENCE

Software Design Engineer

PARADYME & C3.AI

REDWOOD CITY, CA

June 2024 - Present

- Contributed to high stakes government contract bid as full-stack **React** developer shipping in **3 months**.
- Created a mock **RESTful API** based on documentation to simulate real **API** interactions, allowing my team to build features **months in advance**.
- Leveraging the C3 Type System to build robust applications.

Software Engineer

NEW FRONTIER FUNDING

SAN DIEGO, CA

Nov 2023 - May 2024

- Designed and implemented a robust lead procurement pipeline using Azure Logic/Function apps, enhancing reliability and scalability through Object-Oriented Programming (**OOP**) principles.
- Sole developer of a project that built comprehensive company profiles by aggregating data on recent loans, investments, and shareholders, streamlining the lead qualification process.
- After some cost benefit analysis, I leveraged ChatGPT's fine tuning capabilities to get better results than GPT4 at a lower cost even after incurring a higher charge for fine tuning. Increasing our success rate by over **44%**.
- Created a system to identify key decision-makers within companies, utilizing a fine-tuned ChatGPT 3.5 model to find, vet, and validate executive contact information, enhancing targeting accuracy.

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 - Aug 2020

PROJECTS

- Used **React/Redux** 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
- ML Author Identification/Plagiarism Detection
 - Vectorized training data of 100,000 texts with ability to remove noise/filler words after processing
 - I utilized K-nearest neighbors to compare an unknown text to our database of training data.
 - I used different distance algorithms to compare input text with training data: Euclidean, Manhattan, Cosine. Based on results Manhattan distance is the most accurate when 100% of noise words removed

TECHNICAL SKILLS

- Program Management: Scrum, **Agile**, Git, CI/CD, Asana, Slack, ClickUp, Jira, Figma, Jenkins
- Programming Languages: **Python**, **JavaScript**, **TypeScript**, C++
- SWE Tools: **React**, React Native, SQL, RESTful APIs, SaaS, Azure, OOP
- Mindset: Focus on craftsmanship, prioritize impact, cost benefit focused, and most importantly collaboration