

GUILLERMO ALFARO

Software Engineer

1515 Griffith Ave Wasco, CA • g.alfaro0414@gmail.com • (661) 240-3091

[linkedin.com/in/guillermoalfaro](https://www.linkedin.com/in/guillermoalfaro) • github.com/GuillermoAlfaro/ • guillermoalfaro.github.io/Resume/

EXPERIENCE

Software Engineer (Junior)

SAN DIEGO, CA

NEW FRONTIER FUNDING

November 2023 - Present

- Automated full development cycle with Azure to increase CI/CD.
- Designed and implemented our **lead procurement/enrichment** pipeline using Azure Logic/Function apps, increasing productivity and efficiency.
- Saved the company about \$4,000 per day by developing our bespoke tools for email procuring and enrichment.
- Utilized OOP to design a **resilient, scalable** system ensuring process isolation for enhanced reliability.
- Implemented lead tracking table to **monitor the lifecycle of a lead** throughout our enrichment and deployment process, along with logging any failures to produce a quantifiable throughput for each process.
- Increased our email procurement percentage from 28% to 65% by **monitoring and optimizing failure points utilizing my lead tracking system**.

EDUCATION

UNIVERSITY OF CALIFORNIA SANTA CRUZ

Santa Cruz, CA

Bachelor of Science, Computer Science

SEP 2020 - Sep 2023

BAKERSFIELD COMMUNITY COLLEGE

Bakersfield, CA

Associate of Science, Mechanized Agriculture

JUNE 2016 - May 2020

RELEVANT COURSES

- Data Structures & Algorithms / Algorithm Analysis
- Principles of Computer System Design
- Intro to Software Engineering
- Game Artificial Intelligence

PROJECTS

- 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
- ML Author Identification/Plagiarism Detection
 - I 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 methodologies, Agile, Git, CI/CD, Asana, Slack
- Programming Languages: Python (Advanced), Js/Ts (Advanced), C++ (Experienced)
- SWE Tools: React Native, SQL, RESTful APIs, SaaS, Azure, OOP