# **GUILLERMO ALFARO**

# **Software Design Engineer**

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### **TECHNICAL SKILLS**

- Front-End: React, JavaScript/TypeScript, HTML5, CSS3
- Back-End: Python, SQL, Azure, 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**

## Software Design Engineer

REDWOOD CITY, CA

C3 AI (CONTRACTOR VIA PARADYME)

**2024 - Present** 

- Engineered a software solution for a US military project, delivering a 240-item design spec. Led the full lifecycle—scoping, implementation, demos, and successful deployment—of an air-gapped React TSX app, achieving flawless integration under stringent security protocols.
- Leveraged **Cesium**, an open-source self deployable 3D GeoMapping library, for the US Military, to show targets, objectives, ETAs, counter-measures, and more exceeding MVP requirements.
- 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**

SAN DIEGO, CA

NEW FRONTIER FUNDING (START-UP)

2023 - 2024

- Designed and implemented a robust lead procurement pipeline using Azure Logic/Function apps, enhancing reliability and scalability through Object-Oriented Programming (OOP) principles.
- Designed, built, and deployed a software solution that constructs comprehensive company profiles by aggregating data on recent loans, investments, and shareholders, streamlining the lead qualification process for use in B2B sales.
- 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

Santa Cruz, CA

Bachelor of Science, Computer Science

2020 - 2023

#### **BAKERSFIELD COMMUNITY COLLEGE**

Bakersfield, CA

Associate of Science, Mechanized Agriculture

2016 - 2020

## **PROJECTS**

- Made very simple Minecraft clone using WebGLSL / Three.JS
  - Implemented the ability to remove blocks
  - O Developed a creeper model with walking animation and red eyes when close to player
  - o Optimized renderer to only render visible high polygon objects which resulted in a 194% fps gain