GUILLERMO ALFARO
Software Engineer

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EDUCATION

UNIVERSITY OF CALIFORNIA SANTA CRUZ   **Santa Cruz, CA**
Bachelor of Science, Computer Science   **Sep 2020 - Sep 2023**

BAKERSFIELD COMMUNITY COLLEGE   **Bakersfield, CA**
Associate in Science, Mechanized Agriculture   **June 2016 - May 2020**

EXPERIENCE

WILBUR-ELLIS   **Shafter, CA**
Operations Specialist Intern   **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

UCSC   **Santa Cruz, CA**
Dining-Hall Maintenance   **Mar 2022 - June 2023**
- Repairing and upkeeping 5 dining halls and 13 cafes on UCSC campus
- Work in small groups to accomplish large tasks
- Proficiency with power tools and general safety required for them

TECHNICAL SKILLS

- Program Management: SCRUM, Agile, Git, CI/CD
- Programming Languages: Python (Advanced), C (Experienced), C++(Experienced), Js/Ts (Advanced), React

PROJECTS

- Built multi-threaded HTTP server using C
  - I used websockets and regex to retrieve and parse information sent to my server
  - I used mutex to make server thread safe and deadlock/livelock safe

- Used React native to build cross platform location based social media app on geocaching but for posts
  - I used google maps API to go 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

RELEVANT COURSES

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