

# GUILLERMO ALFARO

## Software Design Engineer

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### EXPERIENCE

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#### Software Design Engineer

PARADYME & C3.AI

REDWOOD CITY, CA

June 2024 - Present

- Leveraging the C3 Type System to build robust applications.
- Developed a fault-tolerant import/export tool in React and Python, improving data integrity by syncing user data to backend servers, enabling exports as PDF/docx/pptx, and handling xlsx/csv imports, reducing user error rates.
- Created a mock RESTful API based on documentation to simulate real API interactions, allowing my team to build features months in advance.

#### 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.
- Created a system to identify key decision-makers within companies, leveraging advanced algorithms to find and verify executive contact information, enhancing targeting accuracy.
- Engineered a versatile email generation system tailored to specific services, integrating with multiple marketing partners to deliver personalized outreach on behalf of B2B clients.

### EDUCATION

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#### 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

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- 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

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- Program Management: Scrum, Agile, Git, CI/CD, Asana, Slack, ClickUp, Jira
- Programming Languages: Python, Js/Ts, C++
- SWE Tools: React, React Native, SQL, RESTful APIs, SaaS, Azure, OOP