

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.
- 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

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 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
 - 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
- Programming Languages: Python, Js/Ts
- SWE Tools: React, React Native, SQL, RESTful APIs, SaaS, Azure, OOP