

# GUILLERMO ALFARO

## Software Engineer

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### 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 - May 2020

### EXPERIENCE

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#### WILBUR-ELLIS

**Operations Specialist Intern**

Shafter, CA

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

**Dining-Hall Maintenance**

SANTA CRUZ, CA

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

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- Program Management: Scrum methodologies, Agile, Git, CI/CD
- Programming Languages: Python (Advanced), C (Experienced), C++ (Experienced), Js/Ts (Advanced), React (Experienced), MongoDB (Experienced), SQLite (Intermediate)

### PROJECTS

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- Built multi-threaded HTTP server using C
  - I used websockets and regex to retrieve and parse information sent to my server
  - I used mutexes 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

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