Jevford Barro

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EDUCATION

University of California, Irvine
Bachelor of Science in Software Engineering September 2017 - June 2020

EXPERIENCE

Undergraduate Researcher | CalPlug | Irvine, CA January 2020 - June 2020

- Led a team of five student developers tasked with developing three different proprietary systems in the intelligent grid-level negotiation research project while practicing AGILE/SCRUM methodologies
- Developed a MERN stack admin web portal for readable data visualization and enhanced analysis on electric vehicle charger activity, CALISO carbon emission blends, and electrical grid impact information in California
- Increased electric vehicle user base by developing a React Native mobile app allowing customizable charging preferences for saving money, reducing carbon emissions, and managing electrical grid influence
- Implemented a MongoDB back-end for allowing thousands of real time data points to be stored and manipulated across all project systems
- Leveraged knowledge in React.js, React Native, Expo, Node.js, NoSQL databases, PHP, MQTT secure websockets, Git, and J1772 electric vehicle charger architecture

SKILLS

Languages: Java, JavaScript, PHP, Python, C++
Front-end Technologies: HTML, CSS, React, React Native, Node.js
Back-end Technologies: MariaDB, MongoDB, MySQL, Google Firebase
Tools: Git, VS Code, Eclipse, JUnit, Postman, Figma, Marvel, Trello, Windows, Linux

PROJECTS

SweetTweetsTreats December 2020 - Present

- Freelance development overhauling user experience of Sweet Tweets Cakes and Treats business website
- Utilized modern HTML, CSS, and JavaScript technologies to create a tasteful front-end
- Increased business appeal by implementing innovative interfaces, personal testimonials, and product gallery

Admin Web Portal January 2020 - June 2020

- MERN application allowing system admins to view grid activity, carbon emissions, and charger performance
- Implemented visualization tools for analysis on real time data from CALISO and EV Mobile App users
- Integrated system management tools to access and manage AWP and mobile user accounts

EV Mobile App January 2020 - June 2020

- React Native mobile app for optimizing electric vehicle charger performance
- Implemented preferences to optimize for saving money, reducing carbon emissions, and limiting grid impact
- Utilized MQTT communication for users to interact with their EV charger from their phones

PetrWare April 2020 - June 2020

- LAMP stack e-commerce site for UC Irvine students to sell and purchase computer hardware and peripherals
- Utilizes MariaDB to store and manipulate item data, customer details, and order history
- Incorporated JSPs, java servlets, and RESTful web services for back-end scalability

Tile Matching Game Environment January 2020 - March 2020

- Game hub application to play tile-based games and display online scoreboards using Java, PHP, and MySQL
- Implemented an API for other developers to create and add their own tile-based games to the game hub
- Incorporated design patterns to abstract game environment objects for API usability