

# Juan Alvarez

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## PROFESSIONAL SUMMARY

Versatile full-stack developer with experience across the product lifecycle—from ideation and design to deployment and monitoring. Proven success leading development efforts and collaborating cross-functionally in startup and Agile environments. Passionate about building scalable systems using TypeScript, AWS, React, and modern tooling.

## EDUCATION

**Bachelors of Science in Computer Science** • GPA: 3.9

University of California, Davis

September 25, 2023 - March 21, 2025

Davis, CA

**Coursework Completed in Computer Science** • GPA: 3.5

University of California, Los Angeles

September 20, 2021 - March 18, 2022

Los Angeles, CA

**Associates of Arts in Computer Science** • GPA: 4.0

Los Medanos College

August 11, 2017- May 21, 2021

Pittsburg, CA

## EXPERIENCE

**Freelance Intern, Coding Project Contributor – Mythical Entertainment**

Sep 25, 2024 - Dec 13, 2024

*Project Manager* - [codelabdavis.medium.com/mythical-society-b380f3c743b2](https://codelabdavis.medium.com/mythical-society-b380f3c743b2)

- Led the development of a customer-facing analytics dashboard for *Mythical Society*, collaborating with engineers, designers, and stakeholders in an **Agile** environment to deliver a scalable and maintainable web application.
- Managed the end-to-end software development lifecycle, including **backlog grooming**, **sprint planning**, feature delivery, and **QA testing**.
- Oversaw integration of **third-party APIs** (Google Analytics, JW Player), contributing to both frontend and backend discussions to ensure clean API design and effective data flow.
- Practiced and promoted engineering best practices such as **version control with git**, performance monitoring, and iterative improvement based on feedback and test results.

**Tactical Role Playing Game (RPG) Map Design Tool**

Mar 18, 2024 - Dec 16, 2024

*Lead Developer and Designer* - Available Upon Request

- Developed an interactive **3D map editor** using **Tauri**, **React**, and **Three.js**, enabling real-time terrain manipulation and grid-based customization in a desktop environment.
- Implemented a modular, user-friendly interface allowing users to click on individual cells and apply configurations such as cell type, unit placement, and tile attributes—streamlining the map design process for tactical RPG developers.
- Managed the entire **software development lifecycle** from initial requirements gathering to implementation, testing, packaging, and release.
- Authored clear installation and usage documentation and maintained open communication channels for user feedback and iterative improvements.

**‘Highlander Reviews’ - UC Riverside Class Reviews**

Jul 10, 2023 - Sep 7, 2023

*Full Stack Developer* - [Highlander.reviews](#)

- Played a pivotal role in driving the development of a **dynamic web application** empowering students to rate and review courses at the University of California, Riverside.
- Achieved seamless user authentication, course review functionality, and data management utilizing **React**, **Node.js** and **MongoDB** to host 6,700+ courses and 3,400+ reviews.
- Orchestrated the creation of a responsive, user-centric interface, resulting in **improved usability and user satisfaction**.

## TECHNICAL SKILLS

- Python, C/C++, AngelScript, Rust, LUA
- Deployment and Hosting, AWS (S3), Heroku, Railway
- NoSQL Databases, MongoDB, MySQL
- CI/CD, Git/GitHub, Jira, Figma
- Project Management, Agile, Team Leadership
- Linux, Shell scripting (Bash)
- Node.js, Express.js, Three.js, REST API
- Google APIs, OAuth2.0, Firebase, JW Player
- React, Vite, Tauri, JavaScript, TypeScript, JSON
- Networking (TCP/UDP/IP, Sockets, HTTP)