

# Azriel D. Alvarado

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## EDUCATION

**University of Illinois at Urbana-Champaign** - May 2020 - Bachelor of Science in Computer Science

GPA: 3.74/4.00

**Oakton Community College** - Fall 2017 - Associate in Arts

GPA: 4.00/4.00

## EXPERIENCE

**Software Engineer, Callibrity, Remote** ( *March 2022 - present* )

Client: Fortune 500 Bank

- Built features for an enterprise Android banking app consisting of ~30 modules across multiple repositories.
- Improved Android code maintainability and organization by defining a domain layer to separate business and presentation logic.
- Built a persistence module for Android to enable on-device data caching.
- Implemented an Android widget which enables users to view account balances without logging in.

**Mobile Software Engineer, FulcrumGT, Chicago** ( *July 2020 - March 2022* )

- Led the implementation of major features and refactors for mobile applications on both Android and iOS.
- Managed continuous integration servers for multiple projects using Jenkins and XCode Server.
- Improved feature parity between mobile and web applications by leveraging multi-platform knowledge.
- Strengthened architecture by applying SOLID design principles and other design patterns to maintain productivity as app complexity grew.
- Overhauled testing procedures and infrastructure to improve test effectiveness and eliminate flakiness.

**Software Engineer Intern, FulcrumGT, Chicago** ( *Jan 2020 - July 2020* )

- Built an Extract-Transform-Load tool to facilitate loading new client data into instances of our products. Built with Electron & React.

**Front-end Developer Intern, Banco General, Panama** ( *Summer 2019* )

- Developed and maintained features for a hybrid mobile banking app built with Ionic.
- Performed bug fixes prior to major releases.
- Tested components using Jasmine to ensure code quality and robustness.

## PERSONAL PROJECTS

- See my personal portfolio for more information: <https://azrl.dev>

## LEADERSHIP AND ACTIVITIES

**Guest speaker | Discovery Partners Institute**

- Gave two talks for DPI's Digital Scholars program, sharing industry knowledge with aspiring computer science students in high school across the Chicago area.

**Guest speaker | 78 Chicago**

- Represented the U of I City Scholars program in an event for the 78th neighborhood of Chicago. Gave a speech alongside mayor lightfoot and governor J.B pritzker, among others.

**Reflections | Projections: Mechmania 2018**

- Collaborated in the design, implementation and testing of a game engine in C++ for a game where teams program bots to fight against each other.
- Built the C++ API which was used by various teams to interact with the game engine.
- Provided technical assistance and helped teams with debugging during the event.