

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

Selected Coursework: User Interface Design, Art and Science of Web Programming, Comm. Networks, Cyber-Physical Systems, Prob. and Statistics for CS, Database Systems, Virtual Reality

Oakton Community College - Fall 2017 - Associate in Arts

GPA: 4.00/4.00

EXPERIENCE

Mobile Software Engineer, FulcrumGT, Chicago (July 2020 - present)

- Lead the implementation of major features and refactors for mobile applications on both Android and iOS.
- Configure and manage continuous integration servers for multiple projects using Jenkins and XCode Server.
- Improve feature parity between mobile and web applications by leveraging multi-platform knowledge.
- Strengthen architecture by applying SOLID design principles and other design patterns to maintain productivity as app complexity grows.
- 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

Android: Illinihub (Github <https://github.com/L33thaxor118/Illinihub>)

- Designed and built an android app for finding events via a map-based UI. Supports local persistence with SQLite.

Web-backend: DeepCyte Backend

- Built a REST API with NodeJs, MySQL and MongoDB to service a mobile app which allowed users to upload and browse research papers. Used a combination of relational and non-relational databases for greater flexibility.

Web-frontend: UIUC Textbook Exchange (Github <https://github.com/L33thaxor118/TextBookExchange>)

- Implemented various front-end pages for a site that allowed exchanging used textbooks. Used React, Redux and Firebase.

Hybrid: Wexly

- Built a prototype mobile app with instant messaging functionality to help people communicate with loved ones in a healthy way. Used React Native & Firebase.

LEADERSHIP AND ACTIVITIES

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.