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

Software Developer, Callibrity, Chicago (*March 2022 - present*)

- Develop features for a multi-module Android consumer app for a top 15 US bank.

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

Web Portfolio (https://azrielalvarado.herokuapp.com)
- Built a personal portfolio site from scratch with React. Contains more info about myself and other side projects I've worked on.

LEADERSHIP AND ACTIVITIES

Public speaking | 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.