LUIS ALFONSO ALVARADO

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EDUCATION

California State University, Fullerton

Bachelor in Computer Science
Minor in Criminal Justice

Awards: Dean's Honors List - Fall 2022, Spring 2023, Spring 2024

Coursework: Object-Orientated Programming, Data Structures and Algorithms, Software Engineering, Front-End Development, Back-End Development, Database Systems, Operating Systems

PROJECTS

AI Receipt Scanner (In Progress) -React, Javascript, OpenAI API

October 2025 - Present

- Developed a web application that helps users split bill evenly with automatic real-time updates
- Built and designed a responsive UI with react and dynamic state management
- Integrated AI receipt scanner using OpenAI API to extract text data from images
- Implemented form validation and error handling to ensure accurate tax, tip, and per person totals

Recipe IOS App - SwiftUI, TheMealDB API

September - October 2025

- Designed and built IOS application that lets users browse and search thousands of recipes
- Implemented asynchronous API calls to fetch and decode JSON data
- Created scrollable swiftUI views displaying meal images, categories, and ingredients lists

EXPERIENCE

STEAM Instructor

Dreams For Schools - Santa Ana, CA

March 2023 - August 2025

- Delivered hands-on, project-based STEAM instruction to K–12 students in Sphero Robotics, Scratch Coding, Engineering Inventors (physics & circuits), and AppJam+ (mobile app development).
- Mentored three AppJam+ teams, leading to a 1st place and two 2nd place awards in program showcases.
- Provided detailed lesson reports and feedback to the Program Coordinator, supporting curriculum improvements and stronger outcomes for future semesters.
- Facilitated onboarding for 15 new instructors by leading mock classroom sessions, role-playing as students, and giving constructive feedback to strengthen teaching readiness.
- Prepared lesson plans, maintained student records (attendance, worksheets), and coordinated with DFS staff to support reliable delivery of after-school programs.
- Represented DFS at mini-showcases and school events, highlighting student work and promoting STEAM
 opportunities to the community.

SKILLS

Technical Tools: Python, C++, HTML, CSS, Javascript, React, Swift, SQL, Scratch, MIT Inventor, Sphero **Software and Platforms:** Slack, Google Suite, Github, Xcode, Visual Studio Code