Luis Fernando Garcia Cerecedo

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EXPERIENCE

Aberythmic, LLC   **August 2021 – Present**
Software Engineer
- Implemented a GraphQL API extending a Django codebase to securely expose and aggregate data from a MySQL database and monitor information about asynchronous Celery tasks and events.
- Developed a front-end React.js webapp that interfaces with various webservices to display asset information and images, filtering and sorting them to optimize the quality assurance process.

Southland Roofing Inc.   **July 2020 – August 2020**
Software Developer Intern
- Drafted a roadmap to improve loading speed, mobile integration, and accessibility across 5 business-critical webpages, increasing loading speed by 50% and organic Google Search traffic by 10%.
- Instituted design standards and business priorities with marketers and designers to build accessible, business-oriented user interfaces that direct traffic to relevant webpages refining user click-through rates by 30%.

Mozilla Builders   *March 2020 – May 2020*
Software Engineer Intern
- Designed a web application in a team of 2 to identify unwanted posts of a user's image on public Instagram profiles.
- Instituted the utilization of mobile-first development, version control with Git, and GitHub code reviews for the team workflow leading to a faster pace of development and more efficient debugging.
- Leveraged open-source facial recognition libraries, web scraping with Selenium, and React.js to query a face across the public posts of an Instagram user, testing for performance and Machine Learning bias.

Google CSSI LMU Extension   **July 2019 – August 2019**
Teaching Assistant
- Taught full-stack web development principles in Python, JavaScript, HTML5, and CSS3 to 17 college freshmen, creating sample web applications using Google App Engine and reviewing the students' code.
- Interpreted student feedback and mediated with 6 administrative staff members to plan meals, recreational events, and housing accommodations, enhancing organization and productivity.

EDUCATION

Bachelor of Computer Science **Loyola Marymount University**   **Graduated May 2021**
- Minor in Animation
- GPA: 3.92, Summa Cum Laude, Dean's List 2017-2021

Relevant Coursework:

Interaction Design	Ethics for Engineering/Science	Cognitive Systems Design
Operating Systems	Secure Software Development	Natural Language Processing

Skills:
- Python, TypeScript, JavaScript, Java, HTML5, CSS3, jQuery, AJAX, React.js, Express.js, Node.js, Redux.js, Apollo GraphQL, Django, Flask, Scikit Learn, NumPy, PyTorch, Git, GitHub, Neo4j, SQL, MongoDB, Google Cloud Platform
- Agile Methodology, Data Structures and Algorithms, Object Oriented Programming, Collaboration
- English (Native), Spanish (Native), Japanese (Classroom)

COMPUER SCIENCE PROJECTS

Gutter Planner
- Designed a full-stack application for small rain gutter business automating job estimates, scheduling, and route planning using Google Cloud Platform APIs and a Neo4j database.

Respecc++
- In a team of 6, designed, built, and tested an esoteric programming language that reacts to a programmer's choice of syntax a wreaks havoc if offended.
- The project specifications are available at https://jmaiocco.github.io/respecc/.