

Pedro Navarrete

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Skills

Javascript | Typescript | Python | C# | C++ | PHP | Node | ReactJS | NextJS | Redux | Git | CI/CD | Lambda | Elasticsearch


Professional Experience

- Apple Inc.**, *Frontend Engineer contracted via iDoAgency* Feb 2022 – Jul 2022
Apple Media Products Engineering Team Remote
- Maintained and supported App Store Connect's App Analytics, an application used by over 30 million registered developers to review their app's performance, metrics, and trends, using **ReactJS** and **D3JS**.
- NBCUniversal**, *Software Engineer contracted via iDoAgency* Sep 2021 – Jul 2022
NBCUniversal Identity Team Remote
- Maintained and supported the IdentitySDK, an SDK used by NBCUniversal and its subsidiaries to authenticate its over 150 million end-users using **ReactJS**, **NodeJS**, and **AWS Lambda**.
 - Re-architected, and implemented the NBCUniversal Account Center, an application for end-users to manage their user profiles and email subscriptions using **NextJS**, **Typescript**, **NodeJS**, **AWS Lambda**, and CircleCI.
- Harding University**, *Systems Students Assistant* Jan 2020 – May 2021
Searcy, AR
- Designed and implemented Brackett Library's room signage, a web app integrated with google calendar to present room reservations, using **ReactJS** and **NodeJS**.
 - Redesigned the Bison Index Database and migrated from **OracleDB** to **MySQL**.
 - Designed and implemented a search app for Harding's Newspaper using **ReactJS**, **NodeJS**, and **Elasticsearch**.
- NovaVision**, *Web Development Intern* Jun 2019 – Aug 2019
Remote
- Rebuilt client webpages from the ground up improving PageSpeed Insights score on mobile by 95% and on desktop by 12% using **JavaScript**, **PHP**, HTML5 and CSS3

Education

- University of Central Arkansas**, *MS in Computer Science, 4.0 GPA* Aug 2022 – May 2024
- Harding University**, *BS in Computer Science, 3.9 GPA* Aug 2017 – May 2021

Projects

- Battle for Polygonia**
- A **3D Unity** Game inspired in Settlers of Catan, worked with **C#** and **Unity** for the game interface, and graphics, with **Unity Photon** for the multiplayer functionality, and with **Python** and its **NumPy** library for the game core and artificial intelligence, served over an **AWS Lambda API**, and deployed in **WebGL**.
 - Check it out at: navarrete.dev/polygonia 

Awards

- The Floyd Tesmer/Strayer University Prize**, *Alpha Chi National Convention* 2021
- Computer Science Honor Graduate**, *Harding University* 2021
- 1st place on-site**, *CCSC Mid-south Programming Competition* 2019