Emilio Fuentes

Software Engineer

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As a Software Engineer, I am determined to tackle complex challenges, utilizing a combination of extensive technical and soft skill sets. I bring my experience with relationship-management and creative problem-solving to an innovative and driven environment.

SKILLS

- **Tech Stack:** Javascript, Python, HTML/CSS, SQL, Node.js, Express, React, Django
- **Database:** MongoDB, PostgreSQL
- **Software/Tools:** VSCode Studio

WORK EXPERIENCE

General Assembly   Los Angeles, CA
Software Engineer Fellow   May 2023 – August 2023

- Mastering full-stack software engineering, developing expertise in product development, object-oriented programming, and MVC frameworks, through 450+ hours of technical skill application.
- Demonstrating proficiency in data modeling, problem-solving, and team collaboration, by successfully completing individual and group projects, leading to the development of effective solutions.

Orange County Fire Authority   Irvine, CA
Fire Inspector   October 2017 - April 2023

- Educated public and businesses on Fire and Life Safety standards per California Fire Code to reduce the impact of structure and wildfires.
- Presented Wildland Urban Interface best practices to thousands of homeowners in high risk cities. To decrease potential wildfire impact.
- Collaborated with over 30 partner agencies and cities to create public awareness of Wildfire Safety through public forums, community events, and door-to-door outreach.
- Updated GIS software for Wildfire tracking system to provide real-time updates on Wildfire perimeters.

Caliber Collision   Rancho Santa Margarita, CA
Parts Manager/ Service Advisor   December 2016 – September 2017

- Managed parts inventory for individual technicians, service advisors, and insurance adjusters to ensure on-time vehicle deliveries.
- Oversaw progress on and delivery of thousands of motor vehicle parts using OPSTrax software.
- Managed customer, technician, adjustor, and advisor communication to relay delivery updates and parts availability.
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PROJECTS

National Park Planner | Fullstack App | MongoDB, Express, React, Node.JS | [Site](#) | [GitHub](#)

- Developed a Fullstack MERN app for National Parks visitors to review the parks they visit.
- The website displays all National Parks as well as recent news from the National Parks Service.
- Implemented an automatic image carousel and an authorization component.

SMASH-Labs | Fullstack App | Python, Django, PostgreSQL | [Site](#) | [GitHub](#)

- Worked in a team to create a full stack website that allows users to create custom Smash Bros game characters.
- Users can add custom characters, move-sets, and stadiums to the Smash Bros game universe.
- Displays data from a Smash Bros API and stores user input through PostgreSQL.

EDUCATION

General Assembly | Software Engineer Immersive   August 2023
California State University San Bernardino | B.S. Kinesiology   December 2016