ALAN ORDORICA

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SOFTWARE ENGINEER | JACK-OF-ALL-STACKS | TECH MAVERICK

PROFESSIONAL SUMMARY

Versatile and adaptable Software Engineer with experience at top-tier tech companies, including Google and Apple, contributing to large-scale infrastructure, testing platforms, and backend systems. Proven ability to learn new technologies rapidly and solve complex problems across domains including automation, CI/CD pipelines, and scalable APIs. Passionate about building elegant and robust systems, with a strong foundation in computer engineering, data structures, and performance optimization.

TECHNICAL SKILLS

Languages: C, C++, Python, JavaScript, Java, Dart, HTML, CSS, SQL, NoSQL.

Frameworks, Libraries & Technologies: gRPC, Docker, SDN Networking, Load Testing frameworks, CI/CD pipelines, Microservices orchestration, GCP, React, Flutter, Splunk, Firebase, Bash, Git, Ansible.

WORK EXPERIENCE

Google | GCP Networking — Sunnyvale, CA

Software Engineer | SDN Platform Team — *May 2022 - December 2024*

- Drove enhancements for internal load-testing infrastructure that cut setup times and accelerated release cycles by **20%**, saving the equivalent of **1.5 SWE-years** of manual work through early bug and regression detections, preventing scaling test failures and production outages.
- Bolstered testing coverage by **40%** by implementing feature improvements that broadened our load testing platform's scope by launching new VM controller test grid and control plane emulation logic, adding support for **1,000+** virtual gateway nodes, and reducing system bottlenecks across releases.
- Architected scalable control-plane framework logic to enable broader testing coverage by implementing a new test grid with control plane VM emulation logic, enabling support for 1k+ virtual gateway nodes, uncovering critical scalability issues and reducing false-negative test results and system bottlenecks by **35%**.
- Implemented robust solutions to scale load-testing capabilities, successfully introducing higher load VM simulation support, improving overall testing infrastructure efficiency.
- Enhanced CI release pipeline reliability by proactively detecting and resolving regressions while rapidly addressing blocking failures, resulting in a **30%** decrease in release-related outages and significantly shortening developer feedback loops.
- Streamlined internal control plane test infrastructure, introducing robust support for distributed updates across thousands of VMs. Drove the design and implementation of scalable message distribution logic, significantly reducing simulation flakiness and increasing test accuracy for large-scale deployments.
- Collaborated on strategic enhancements with cross-functional teams to identify and resolve performance bottlenecks to streamline requirements gathering and align testing strategies with business objectives. Actively engaged in Agile practices including sprint planning and retrospectives, contributing directly to a **25%** increase in team productivity and project velocity.

Freelance — Remote

Computer Engineer | Software Engineer — *January 2020 - July 2022*

- Built a portfolio website using React on an Express, Node.js server running within Docker containers, incorporating Twilio's SendGrid API for email communications.
- Developed an iOS/Android native application using Dart/Flutter, emphasizing asynchronous control via BLE protocol for backend and frontend integration.
- Developed a REST API for task management using Node.js, MongoDB, Express, and Jest, integrating JSON Web Tokens and SendGrid API for secure messaging and user authentication.

Apple — Sunnyvale, CA

Tools and Automation Engineer Intern | Automation and Testing Labs — *July 2020 - March 2021*

- Built and maintained multiple CI/CD testing labs by automating the deployment of testing clusters and orchestrating microservices.
- Deployed automation systems and workflows to identify potential failures in hosts that ultimately reduced queue times to achieve 90% availability and 30% overall site reliability.
- Leveraged Ansible to configure more than 100K devices under test for deployment on testing clusters.

PROJECTS

- **Infinity Board:** Led a team to develop an iOS/Android native application using Dart/Flutter, emphasizing asynchronous control via BLE protocol for backend and frontend integration.
- **Tasky API:** Developed a REST API for task management using Node.js, MongoDB, Express, and Jest, integrating JSON Web Tokens and SendGrid API for secure messaging and user authentication.
- **Tank Wars:** Designed and implemented a top-down, 2-player space-themed shooter game in Java utilizing multithreading for real-time gameplay, split-screen, and a mini-map feature.
- **Portfolio Website:** Built a portfolio website using React on an Express, Node.js server running within Docker containers, incorporating Twilio's SendGrid API for email communications.

EDUCATION

San Francisco State University San Francisco, CA
Bachelor of Science in Computer Engineering *December 2019*