

Alfonso Rayo
Staten Island, New York
347-463-8884
alfonsorayo222@gmail.com
alfonsorayo.com

OBJECTIVE

Obtain an entry level position or an internship as a full-stack web developer to expand my knowledge, work experience, and skill set, while maintaining a beneficial and productive relationship with the company.

EDUCATION

College of Staten Island

- Bachelors of Science in Computer Science (2012-2017 ongoing)

SKILLS

Programming

- Proficient in: C++, C#, Java, JavaScript, PHP, HTML, CSS, Python
- Frameworks / Libraries: jQuery, Bootstrap

Software

- Platforms: Windows, iOS, Linux
- Database: MySQL, phpMyAdmin
- IDEs: Microsoft Visual Studios, Eclipse
- Tools: Microsoft Office, Unity Engine, Photoshop, BootStrap, GitHub

Methodologies

- Object-oriented Programming(OOPS), Software Development Life Cycle(SDLC), Modular Programming, Software Engineering Principles

PROJECTS

Orchestroids (2015)

A 2D platform shooter developed using Unity Engine with C# scripts that helps the player learn musical tones in the C scale. The longer you play, the better your ear becomes at identifying each sound to its corresponding note.

JobClick (2016)

A website that acts as a public forum for seeking job opportunities made by other users. Users can create and edit account profiles and make posts depending on their account type. At the click of a button a user can apply for a job

EXPERIENCE

Coding Coach

06/2017- 08/2017

WiTNY (Women in Technology & Entrepreneurship)

- Instructing students in basic programming concepts, Python, Html, CSS, and JavaScript.
- Mentoring students through the software product development life cycle.
- Took an idea that a group of students designed and developed a prototype