

ALVARO TORRES

SOFTWARE ENGINEER

Weslaco, TX – Open to Relocation | alvaro@alvarotorres.dev | alvarotorres.dev | linkedin.com/in/alvarotorrestx | github.com/alvarotorrestx

SUMMARY

Software Engineer with **startup** experience in **full-stack development** and **leading scalable, user-centric** technology. Passionate about **mentoring** and building impactful **software solutions**; seeking full-time/internship roles.

EDUCATION

Associate of Science in Computer Science (A.S.) , Full Sail University, Valedictorian	June 2025
Bachelor of Science in Computer Science – Artificial Intelligence (B.S.) , Full Sail University	July 2026

SKILLS

Programming: C++, Java, JavaScript, PHP, HTML/CSS

Libraries & Frameworks: React, Vite, Vue.js, Tailwind CSS, Express.js, jQuery, Node.js

Tools & Services: Git, GitHub, RESTful APIs, CI/CD, Postman, Firebase, Firestore, MongoDB, Mongoose, Docker, SQL, MySQL, Google ML Kit, Weaviate

EXPERIENCE

Web Developer (alvarotorres.dev)	Remote
<i>Freelance</i>	June 2021 – Present

- Delivering custom front-end solutions using **React**, **JavaScript**, **HTML/CSS**, **Wix**, **Shopify**, **WordPress**, **Webflow** and **Squarespace**, optimizing client site performance by **15–30%**, enhancing **customer experience**, and driving business growth across 7+ client projects.
- Building dynamic **UI** components and integrating third-party **APIs** to support features like lead forms, service booking, and user authentication, diminishing manual client input and improving conversion rates by **20%**.
- Automating **SEO**, **responsive design**, and **lead capture workflows** using platform-native tools and Git-based deployment pipelines; applying **CI/CD** practices to streamline updates and reduce development cycle time by **30%**.

Director of Marketing & IT (alvarotorres.dev/work/projects/3)	San Benito, TX
<i>Hacienda Mobile Home Sales</i>	July 2021 – January 2024

- Led daily **Agile full-stack development sprints** with a hybrid team of 5+ marketers and developers to align campaign features, website improvements, and inventory system updates.
- **Redesigned** and **migrated** the company website from a legacy **PHP/MySQL** stack to **Wix** using **JavaScript** and **Velo**, improving performance, **UX** for non-technical staff, and decreasing update latency by **60%**.
- Developed an **automated inventory pipeline** using Excel **VBA** to automate mobile home data retrieval and convert it to **JSON** for live site updates, eliminating manual entry errors and enhancing data accuracy.

PROJECTS

DevConnect (github.com/alvarotorrestx/devconnect)	March 2025 – Present
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- Engineered backend infrastructure using **Express.js**, **MongoDB**, **Mongoose**, and **RESTful APIs** within an **MVC architecture**, with testing and debugging using **Postman** to ensure **API** reliability and modular service design.
- Leading development of a **MERN full-stack application**, implementing **role-based access control**, **JWT authentication**, and scalable architecture for contributors.
- Built **UI** components using **React** for responsiveness and reusability, leveraging **Tailwind CSS** and **DaisyUI** to optimize **user experience** and **accessibility**.
- Coordinating Agile sprints with 11+ open-source contributors through **GitHub** and **Discord**, driving project growth (8+ GitHub stars) via **code reviews**, **documentation**, and iterative community feedback.

Heroic Organizer (github.com/alvarotorrestx/heroic_organizer)	April 2025 – June 2025
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- Led **full-stack development** of an **Android** app for comic book organization using the **MVP** architectural pattern, **Java**, **Firebase**, and **Firestore**, enabling users to identify and catalog comics via reverse image search scanning.
- Engineered the backend with **RESTful APIs**, **Weaviate**, and third-party comic databases to support real-time image recognition and enriched **metadata** retrieval.
- Integrated **Google ML Kit** for **OCR** and image labeling, applying **machine learning** to detect UPCs and visual features; designed intuitive UI components using Android's **Material Design** for seamless user interaction.