

# Alvin Dantic

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## Education

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### University of California, Irvine (June 2017)

- Bachelor of Science in Computer Science (GPA: 3.5/4.0)
- Dean's List (four quarters)

## Work Experience

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### Software Engineer, AT&T (Formerly DirecTV) El Segundo, CA

August 2017 - Present

- Worked on multiple projects supporting the backend systems that power AT&T's new streaming products
- Involved in the design and development of multiple multi-tenant microservices to support different business features within AT&T including its new traffic and scheduling system as well as its new, in-house discovery and search platform
- Leveraged different monitoring tools such as Splunk and Elasticsearch to monitor the health of deployed services
- Collaborated with developers and other testers to verify microservices functioned properly and automated verification using TestNG and RestAssured

## Technical Skills

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- Strong understanding of computer science fundamentals including algorithms, data structures, object-oriented programming concepts, and runtime analysis
- Good understanding of service oriented architecture and REST
- Basic understanding of frontend web development using vanilla Javascript, HTML, and CSS
- Comfortable working on Mac OS X, Windows, and Linux

## Technologies

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- Languages/Frameworks: Java, Node.js, Python, Spring, TestNG
- Web: Javascript, HTML, CSS, Google Polymer Library
- Database: Couchbase, Elasticsearch
- Software/Tools: Jenkins, Kubernetes, Apache Kafka, Apache Maven, IntelliJ, Npm
- Operating Systems: Mac OS, Linux, Microsoft Windows

## Personal Projects

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### AllBall.herokuapp.com

April 2017 - June 2017

- Designed and developed an experimental socket.io chat application where users can talk about anything and everything basketball in real-time
- Technologies/Tools: Node.js, Socket.io, Animate.css, Sublime Text

## Links

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- Personal Website: <https://alvin562.github.io/>
- Github: <https://github.com/alvin562>