Alan Ordorica

Computer Engineer

☎ (510)314-9967 | ✉ alaniordorica@gmail.com | ⌂ alanordorica.com | aordorica | alanodev

Education

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

Experience

Apple Inc   *San Francisco, CA*
Genius   *Oct 2017- Present*
- Applied problem-solving skills to ensure optimal resolutions to customer's technical problems while Providing on-site triage and repair service
- 2+ years technical support experience providing base and advanced level IT support to non-technical personnel
- Mentored newer technicians and created team resources to improve team efficiency, results and overall technical skills

Big Data Summer Program   *San Francisco, CA*
Data Analyst and Research Intern   *June 2019 - August 2019*
- Worked with CARECEN, a non-profit organization providing resources to the undocumented community, to interpret data sets from their clients
- Converted data into actionable insights by predicting and modeling future outcomes
- Used R Studio to Interpret data from primary and secondary sources using statistical techniques

MobiMedic   *San Francisco Bay Area*
Owner/Founder   *June 2013 - November 2017*
- Founded mobile device repair service
- Provided on-site triage, repair and mobile platform support
- Developed repair chain workflows to optimize the customer experience

Projects

Infinity Board (Github.com/aordorica/InfinityBoardController))
Project Coordinator | Software Lead
- An IOS/Android app interface to allow full customization and control of the custom-built InfinityBoard.
- Architected project layout and hardware implementation details.
- Designed Software implementation details using the Google Dart programming language.
- Implemented hardware-software communication using the Flutter framework and the FlutterBlue BLE library.
- Designed the hardware for Asychronous communication with the mobile app using an HM-10 BLE module.

Tank Game (Github.com/aordorica/TankGame)
Personal
- A top view Space-themed shooter game designed with Java.
- Developed dynamic 2-player game using java Abstract Window Toolkit(AWT) API
- Designed fluid player tracking using multi-threading to create split screen experience with built-in mini map
- Used open-source game collections to design the graphics and game textures

Portfolio Website (Github.com/aordorica/portfolio-website))
Full Stack Web Developer
- Responsive portfolio website built using HTML, Javascript, JQuery and PHP
- Integrated Dynamic user interaction to provide a better user experience
- Designed animations and styles using Bootstrap, Sass, and other visualizer tool sets

Tipster (Github.com/aordorica/tipCalculator))
Personal
- Tip Calculator built using Swift on Xcode designed to provide tip breakdowns when settling the bill.
- Designed simple user interface to provide intuitive yet sufficient functionality, that allows the user to customize the experience

Skills

Languages
- Java, Javascript, Flutter, Bash, C, C++, HTML, CSS, Dart, Perl, JQuery, Swift

Frameworks and Tools
- React, R Studio, Git, IntelliJ, Visual Studio, Android Studio, Xcode, UNIX