

# Alan Ordorica

COMPUTER ENGINEER

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## Experience

### Apple Inc

[Cupertino, CA](#)

SOFTWARE ENGINEERING OPERATIONS ADMIN

*June 2020 - Present*

- Used Ansible as configuration management tool to deploy, maintain and proactively detect failures on hosts devices
- Minimized queue times and maintained availability above 90% by using the Splunk tool-set and implementing shell automation scripts
- Designed, developed and ensured execution of deployment automation scripts, tools and workflows to reduce overall operational workload
- Built-out scalable lab testing environments to support core infrastructure and overall SWE team testing needs.

GENIUS

*Oct 2017- June 2020*

- Applied problem-solving skills to ensure optimal resolutions to customer's technical problems while Providing on-site triage and repair service
- 3+ years technical support experience providing base and advanced level IT support to non-technical personnel
- Mentored and led newer technicians in improving technical skill and in developing more streamlined workflows resulting in boost to overall customer satisfaction ratings

### 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

## Projects

### Infinity Board

PROJECT COORDINATOR | SOFTWARE LEAD

- Custom-built poly-carbonate skateboard with multi-sensor controlled indicator lights to signal directional and inertial movement
- Developed iOS/Android compatible app interface using Flutter to perform asynchronous communication using the BLE standard
- Architected entire project road-map and led the software development teams efforts

### Tank Game

PERSONAL | SOFTWARE LEAD

- A top view Space-themed shooter game designed with Java
- Developed dynamic 2-player game using java Abstract Window Toolkit(AWT)
- Designed fluid player tracking using multi-threading to create split screen experience with built-in mini map

### Portfolio Website

PERSONAL | 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

PERSONAL

- Tip Calculator built using Swift on Xcode designed to provide tip breakdowns when settling the bill.
- Designed simple user interface to provide intuitive design which allows the user to customize the experience

## Education

### San Francisco State University

[San Francisco, CA](#)

BACHELOR'S OF SCIENCE IN COMPUTER ENGINEERING

*December 2019*

## Skills

LANGUAGES

- Javascript, Java, Bash, Dart, Python, C, C++, HTML, CSS, Dart, Swift, SPL, UNIX, VHDL, SQL

FRAMEWORKS AND TOOLS

- Ansible, React, Flutter, Git, IntelliJ, Visual Studio, Android Studio, Xcode, Eagle PCB