



# ARNOLD TORRES

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## PROFESSIONAL SUMMARY

From the moment I took my Intro to Java class in college, I knew I would enjoy the continuous puzzle of software development. Now as a UC Irvine graduate, I'm looking for an entry level position to fulfill my passion as a software developer. I've developed an interest in web development and local applications, and am ready to put my front-end, back-end, and object-oriented programming knowledge to use.

## TECHNOLOGIES

- Python, Javascript, Java, C, C++, C#
- HTML, CSS, Sass, Bootstrap, jQuery, React, NodeJS
- MongoDB, MySQL, PostgreSQL
- Git/Github, Heroku, AWS, Wordpress

## PROJECTS

### • Vidly Web App

Utilized the React and Express.js frameworks to create a movie curating web application, where users register and add new movies to a database. Vidly's front-end handles pagination and filtering of movie objects, routing, form submissions / validations, and JSON web tokens. Back-end responsibilities include authentication and authorization, schema models, MongoDB CRUD operations, and more. Hosted on Heroku.

### • Gameplay App

Python based information retrieval program that now automates pricing system for family owned business, Gameplay. After settings are made in the app's GUI, video game information is read off an Excel spreadsheet and hundreds to thousands of HTTP requests are sent. Responses are then scraped to read prices from retailers such as Gamestop, Amazon, or eBay.

### • Old Town Music Hall Website

Created a website for non-profit theater, the Old Town Music Hall. HTML, CSS, Bootstrap, and JavaScript were used. Responsive web design handles different screen sizes, specifically making the site mobile-friendly. Built newsletter with thousands of recipients using MailChimp API. 1&1 Ionos web hosting, and Surreal Content for client management.

## EDUCATION

B.S Computer Science - Specialization in Information

University of California, Irvine, CA

## REFERENCES

**Andrew Sandoval**

*Gameplay Owner*

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**James Moll**

*Old Town Music Hall Coordinator*

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