

Michael F Alvarez

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Front-End Engineer | UI Developer

aww-micky.web.app

Technical Skills

Technologies : TypeScript \ React.js \ Node.js \ Next.js \ React Query \ React Router \ React Hook Form \ Storybook \ Sass \ TailwindCSS \ Material UI \ Chakra UI \ Semantic UI \ Mantine UI \ HTML \ CSS \ JavaScript \ Python

Software Tools : Jira \ Bitbucket \ Confluence \ Git \ GitHub \ VS Code \ Postman \ Insomnia \ Figma \ InVision \ Notion

Best Practices : RESTful API \ MVC \ SDLC \ Agile/Scrum \ Responsive Design \ Atomic Design \ Mobile-First Approach

Experience

Front-End Engineer | Tirios | Remote

Feb 2022 – May 2022

Building an inclusive Real Estate platform in Web 3.0 with customers at its center.

- Created mock content of 4+ views for Open, Pending, and Closed listings using JSON to organize data and image content for presenting Proof Of Concept to stakeholders and investors.
- Initiated a form system that checked validation, error handling, and successful submission on 6+ forms such as payment, checkout, account details, and more. Saved development time by 3x.
- Provided consistent and reusable UI form components using React, Semantic UI, Yup, and Axios. Reduced build size by 20% and saved precompile time for deployment by 2 minute off.
- Secured login session by redirecting users based on role and access using Next.js, AWS Amplify, and Redux. Improved security and saved time by 2x.
- Created a 3 part user flow to sign contracts and generate tokens with DocuSign WebHooks as a major feature for peer-to-peer servers. Increased sign-ups by 10%.

UI Developer | Opstical | Remote

Oct 2021 – Jan 2022

A software development agency for small and large contracts.

- Responsible for the team's SDLC pipeline to ensure code quality standards and have a well-organized process.
- Managed the agency's UI Kit with React, Storybook, Material UI, TailwindCSS, and Styled Components integrated into 3+ client projects allowing for 66% development time on customization.
- Prepared UI testing procedures such as checking for responsiveness, accessibility, compatibility and to identify issues and debugged apps before launch to optimize performance.

Projects

Front-End Engineer | RATA :: [live](#) | [code](#)

Jul 2022- Aug 2022

RESTful API Tool App for a simpler developer tool that tracks and reviews API data ready for integration.

- Recorded and validated every sent request users made as cache data to view previous results with React Query, Zod, and Ky. Resulted in improving network performance by 2x and reducing multiple API calls.
- Created dynamic form fields as JSON editor or drag-n-drop table by using Mantine UI, React Hook Form, DnD-Kit, and CodeMirror. Allowed users to maintain input entries to add, remove, or reset based on preference.
- Parsed request and response data into JSON format based on verified inputs containing key and value pairs using Zustand and Mantine UI hook. Users can share metadata such as status code, query duration, and payload size.

Front-End Engineer | OKSH :: [live](#) | [code](#)

May 2022 – Jun 2022

Reverse engineering the NFT website's, OKPC, UI theme and visual interaction.

- Replicated OKPC's look and feel using React, Chakra UI, and Framer Motion to match a similar user experience.
- Generated a mock console environment with real-time monospace unicode typing for users to copy to clipboard.

UI Developer | Netflix Clone :: [code](#)

May 2021 – Jun 2021

Reproducing an online streaming app focused on improving current UI development.

- Initiated the UI library driven architecture using React, Storybook, Sass, and Styled Components, limited to 4 screen sizes and 3 component variations. It helped effectively scale and maintain a consistent design system.
- Incorporated authentication with Firebase, React Query, React Router, and React Context API, granting access to video content from TMDB API. It was a 3 step onboarding process and retained user engagement by 25%.

Education

Full Stack Web Development, UC Berkeley Extension

San Francisco, CA | Mar 2020