Michael F Alvarez

Front-End Engineer | UI Developer

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Technical Skills

Programming Languages : HTML \ CSS \ JavaScript \ TypeScript \ Python
Technologies : React \ Node.js \ Next.js \ Storybook \ Sass \ TailwindCSS \ Material UI \ Chakra UI \ Semantic UI
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.

■ Organized mock data holding copy and image content with JSON to retain content structure onto 4+ pages.
■ Initiated a form system that checked validation, error handling, and successful submission on 6+ forms such as payment, checkout, account details, and more; it saved development time by 3x.
■ Provided consistent and reusable UI form components using React, Semantic UI, Yup, and Axios; it 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; it 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, increasing 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 in the 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.

UX/UI Teaching Assistant | Trilogy Education   Remote | Jul 2020 – Mar 2021

Supporting students on bridging the digital skills gap; learn how to research, design, wireframe, and prototype.

■ Mentored remote classes of 30 students (3 times a week in 1 month), teaching them the Front-End web development process basics: exposed them to Git, GitHub, HTML, CSS, JavaScript, Bootstrap, and jQuery.
■ Using the agile methodology and scrum workflow, I managed team projects to reach a working MVP prototype within a 2 week sprint using Asana, Figma, HotJar, and InVision; It guaranteed 100% satisfied deliverables.
■ Revised feasible user flows, wireframes, and prototypes by exchanging engineer insight and best practices.
■ Facilitated weekly staff meetings by setting discussion topics and delegate roles with clear actionable steps.

Projects

Front-End Engineer | OKSH :: live | code   May 2022 – Jun 2022

An OKPC companion mock shell environment for real-time monospace unicode type.

■ Collaborated with a product designer on developing a font generator that copies and saves unicode to clipboard.
■ Replicated OKPC's design theme using React, Chakra UI, and Framer Motion to match the same user experience.

UI Developer | Netflix Clone :: live | 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 UI system.
■ Incorporated authentication with Firebase, 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%.

Certificates

Data Structure & Algorithm, *Outco*   *San Francisco, CA* | Oct 2021
Full Stack Web Development, *UC Berkeley Extension*   *San Francisco, CA* | Mar 2020