Carlos Garcia Alavez

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EDUCATION

University of North Carolina at Charlotte, Charlotte, NC   August 2022 - May 2024
Bachelor of Science in Computer Science | Concentration: Software Engineering
GPA: 3.75
Honors: Dean's List: Fall 2022 | Chancellor's List: Spring 2023 | Chancellor's List: Fall 2023 | Dean's List: Spring 2024

Central Piedmont Community College, Charlotte, NC   August 2020 - July 2022
Associate of Arts
GPA: 3.721
Honors: President's List: Spring 2021 - Fall 2021 | Dean's List: Fall 2021 - Spring 2022

SKILLS

- **Technical Languages (Intermediate):** Java, C++, Groovy, JavaScript, HTML, CSS, C
- **Technical Languages (Familiar):** Python
- **Databases**: MySQL, PostgreSQL, MongoDB
- **Framework**: SpringBoot, React, Flask, FastAPI, Express, TailwindCSS
- **Languages:** English, Spanish

CERTIFICATIONS

Testout Security Pro Certification (2023)

Online Course - UNC Charlotte

EXPERIENCE

Software Engineer Intern
Bank of America - Charlotte, NC   June 2023 - August 2023
- Worked on a feature which would enable users to view additional transactions based on their selected filter dates, and with a maximum backdate limit of 18 months
- Collaborated with fellow teammates to create a prototype idea for Zelle which would introduce a verification symbol to enhance security when performing user transactions

Busser   June 2022 - August 2022
Midwood Smokehouse - Charlotte, NC
- Removed guests' plates as they finished eating their food, and wiping down tables, and remaking them
- Ran food to the tables so the guest's could enjoy what they ordered and communicate with the servers

Shift Leader   September 2020 - December 2021
Zeitouni Mediterranean Grill - Charlotte, NC
- Greeted guests, took orders, and complete their purchase,
- Helped maintain the front of the house clean with bussing and cleaning tables, sweeping, and mopping
- Organized and direct the front of the house coworkers to make sure everything runs smoothly

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PROJECTS

Collaborative Whiteboard App, Software Development Projects   Spring 2024
- Developed a real-time collaborative whiteboard application that allowed users to create, join, and collaborate together in real-time on digital whiteboards. This application allowed for a seamless and secure way to brainstorm, visualize, and work together.
- Created a custom API using Flask with user authentication and authorization mechanism for security, used RESTful services using React.js to provide a seamless front-end experience, implemented SocketIO to allow users to draw on a whiteboard and real time, and also chat together, Can also use shapes, erase, and move items on the whiteboard in real-time.

Video Game Marketplace, Network Based App Development   Spring 2024
- Developed a Video Game Marketplace platform where a user can buy or sell video games securely and flawlessly. This marketplace application allows for a secure and user-friendly experience allowing for a user to browse active items, place items for sale, and bid on items to buy them.
- Used the MVC architecture for better separation of concerns, improved the applications maintainability and modularity, complete CRUD functionality that uploads data to MongoDB database using Mongoose, and EJS was used in the front-end for rendering items dynamically on the server-side.

Personal Portfolio Website, Personal Project   Summer 2024
- Used React, TailwindCSS, the Component Library DaisyUI, and many other various libraries to build a portfolio website which showcases projects I've worked, information about myself, and demonstrating my ability to work with modern web development technologies by creating a clean, sleek, interactive, and responsive portfolio.
- Deployed my portfolio on Vercel which allows for reliable scalable hosting, easy continuous integration, increased security, and optimal performance. This ensured an easy process to host my portfolio and ensured great performance for users.