

Edgar Cetino – Software Engineer

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SKILLS

- **Languages:** JavaScript (ES6+), TypeScript, HTML (HTML5), CSS (CSS3)
 - **Front-End:** React, React Hooks, React Native, Redux, Bootstrap, Styled Components, Sass, Webpack, Syncfusion Charts
 - **Back-End:** Node, Express, Microsoft SQL Server, PostgreSQL, MySQL, Sequelize, MongoDB, NGINX, Restful APIs
 - **Testing/Deployment:** Jest, Enzyme, K6, Loader IO, New Relic, AWS EC2, Docker, Vercel
 - **Tools:** NPM, Postman, Figma, Git, GitHub, Axios, Swagger, Azure DevOps, Microsoft Teams, Yarn
 - **Soft:** Communication, teamwork, problem-solving, leadership, creativity, organization
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Professional Experience

Seity Health – Software Engineer – Apr 2021 - Present

A health application that accesses users for their core values and coaches them towards living them out

- Created responsive and interactive frontend components using typescript and Sass across web and mobile projects to display user data, results, and content.
 - Played major role in converting our mobile application into a web application increasing user engagement by adding a platform for our clients.
 - Collaborated with designers to bring web and mobile designs to life and worked with other developers to meet feature requirements and desired functionality effectively and quickly.
 - Worked with QA team to troubleshooted bugs and user issues and regularly discovered bug fixes
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Programming Experience

Eye Browser - github.com/ecetino/eye-browser

An open-source training application to practice cursor movement using eye tracking

- Implemented the use of an eye tracking library, Webgazer, to successfully map cursor placement based off eye position
- Created several interactive training modules using React and Bootstrap to provide the user with a variety of practice methods while building these modules with the limits of the eye tracking technology in mind
- Used an ArangoDB database to store user logins and progress in order to display leaderboards across all training modules and reward returning users

Trips Ahoy - github.com/trips-ahoy/tours-service

An open-source service-oriented travel platform for booking and exploring trips

- Designed a complex backend system for a legacy codebase to handle production level traffic by increasing the servers maximum request per minute by 760% to 114K
- Increased fault tolerance and system availability for the service by horizontally scaling using a NGINX load balancer and by vertically scaling the Postgres database
- Stressed tested the service using Loader IO and New Relic to record benchmarks and identify bottlenecks while scaling for production level traffic

Slam Dunk Supplies - github.com/Slam-Dunk-Supplies/gallery

An open-source E-commerce app for sports equipment with service-oriented architecture

- Improved user product viewing experience by implementing a responsive gallery UI using React and Styled Components
 - Maintained app stability by implementing Jest/Enzyme tests on both the client and server side for more than 70% file coverage
 - Persisted product information using MongoDB and images using S3 to securely store high resolution images
 - Optimized performance by compressing Webpack and using S3 preload, achieving a 280% decreased initial load time
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Education

Software Engineering Immersive, 2021, Hack Reactor, Seattle, WA

Bachelor of Science, Neuroscience (Cumulative GPA: 3.62), 2019, University of Washington, Seattle, WA