



# **EDUARDO ALVAREZ**

SENIOR FRONTEND DEVELOPER



# MEET SCOUTR

RECRUITMENT TOOL



Your LinkedIn Headhunter Companion

Scoutr revolutionizes your LinkedIn scouting experience, providing concise summaries of professionals presented in a easy table format.

 Add candidates

**M McDonald's Data Engineer**

**Scoutr**

**67%**  
RESPONSE RATE

<b>Id</b>	<b>Candidate</b>	<b>Company</b>	<b>Notes</b>	<b>Relevance</b>	<b>Contact</b>
1	Felix Luthman DEVOPS ENGINEER	Flexera 1Y 7M	Great expertise in DevOps with either Podman or K8, utilizes solely Terraform to automatize the deployment	5 Super yes	3 Talking
2	Björn Aurell Hansson SOFTWARE ENGINEER	SEB 1Y 9M	A well rounded backend engineer with experience in cloud and devOps from the fintech industry	4 Yes	
3	Amalia Berglöf CO-OWNER & CLIENT...	Mpya Digital 2Y 1M	A consultant with several years of experience in IT. Has multiple contacts. However, she only works as a consultant.	3 Maybe	4 Declined
4	Roberto Andrés Nobo... TECH LEAD	Cerebral 2Y 8M	Backend developer with plenty of experience serving websites with 8 million page views per month.	5 Contacted	
5	Kevin Ammour DATA ENGINEER	Tibber 1Y 8M			

**Add more candidates**

22:08  
scoutr-style-guide.web.app

**Developer Architect** **Scoutr** 37%  
RESPONSE RATE

 PROFILE #3

**Candidate:** Eduardo Alvarez SENIOR FRONTEND DEVELOPER

**Company:** Novare Potential 3Y 0M

**Revelance:** 4 Super yes

**Contact:** 3 Interviewed JAN-31

**Notes:** Moved to a new job a while ago. Ironically used this very project to land his job interview.



## Meet Scoutr

Your LinkedIn Headhunter Companion

**F Developer Architect**  
FOLKSAM

[View →](#)

**M Data Engineer**  
MCDONALD'S

[View →](#)

**Role name**  
COMPANY

[+ New assignment](#)

# Scoutr

RECRUITMENT TOOL

To keep my skills up to date in advanced topics such as End to End testing, DevOps, Cloud deployment, handling reverse proxies, and most importantly, keep building high performant frontend websites, I decided to start a personal project that can also improve the workflow of recruiters at Novare.

The result is Scoutr, a recruiter tool that speed up gathering candidate data by scanning (scrapping) LinkedIn profiles and create summary tables.

# Meet Scoutr

Your LinkedIn Headhunter Companion

Scoutr revolutionizes your LinkedIn scouting experience, providing concise summaries of professionals presented in a easy table format.



**F**

**Data Engineer**  
FOLKSAM

[View →](#)

**F**

**Developer Architect**  
FOLKSAM

[View →](#)

**M**

**Master Data Specialist**  
MCDONALD'S

[View →](#)

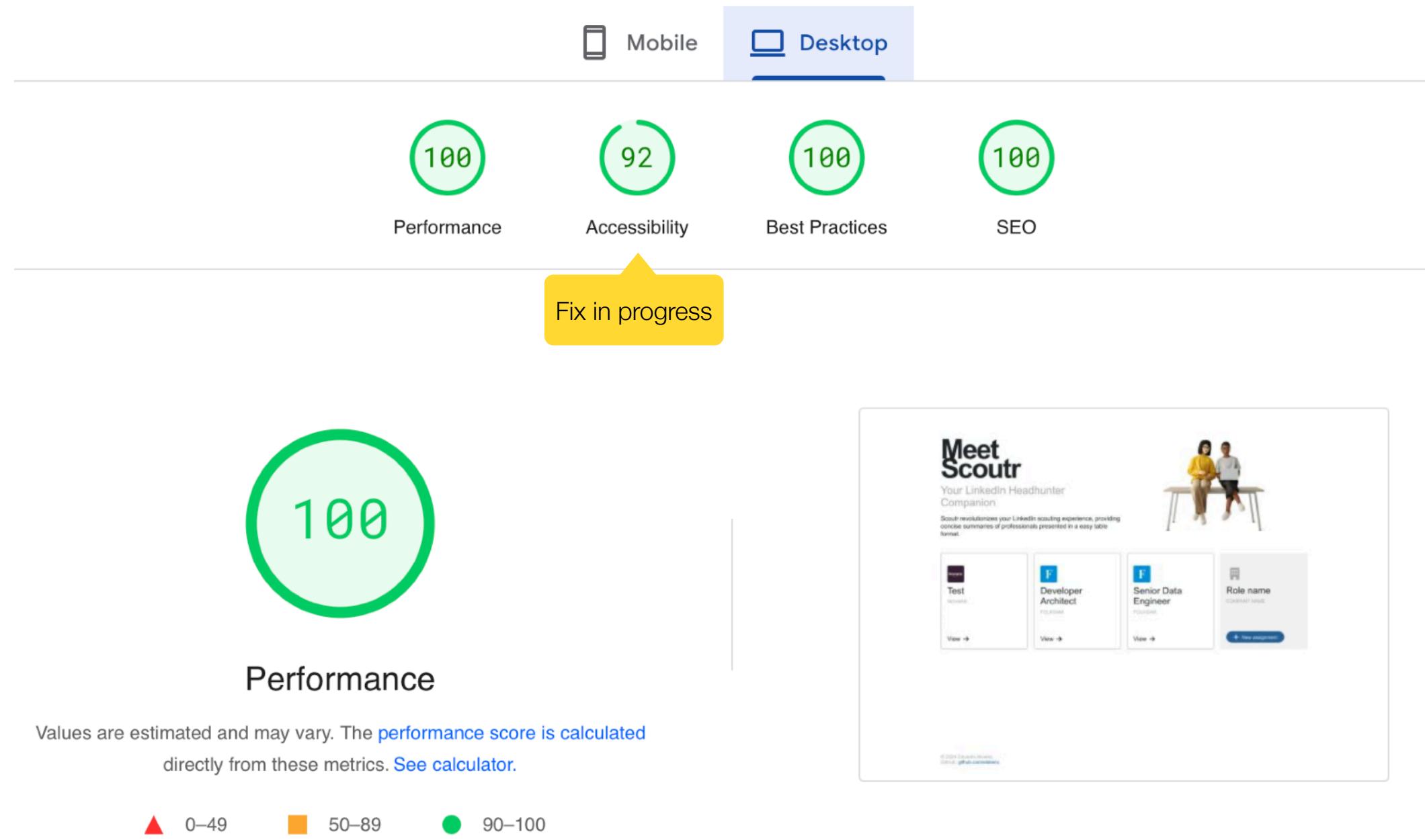
**Role name**  
COMPANY

[+ New assignment](#)

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GitHub: [github.com/elalienx](https://github.com/elalienx)

CLICK THE VIDEO AND CHOOSE **4K** TO VIEW A DEMO RUNNING ON A REAL SERVER



## METRICS

- First Contentful Paint

**0.3 s**

First Contentful Paint marks the time at which the first text or image is painted. [Learn more about the First Contentful Paint metric.](#)

- Total Blocking Time

**0 ms**

Sum of all time periods between FCP and Time to Interactive, when task length exceeded 50ms, expressed in milliseconds. [Learn more about the Total Blocking Time metric.](#)

- Speed Index

**0.4 s**

Speed Index shows how quickly the contents of a page are visibly populated. [Learn more about the Speed Index metric.](#)

[Collapse view](#)

- Largest Contentful Paint

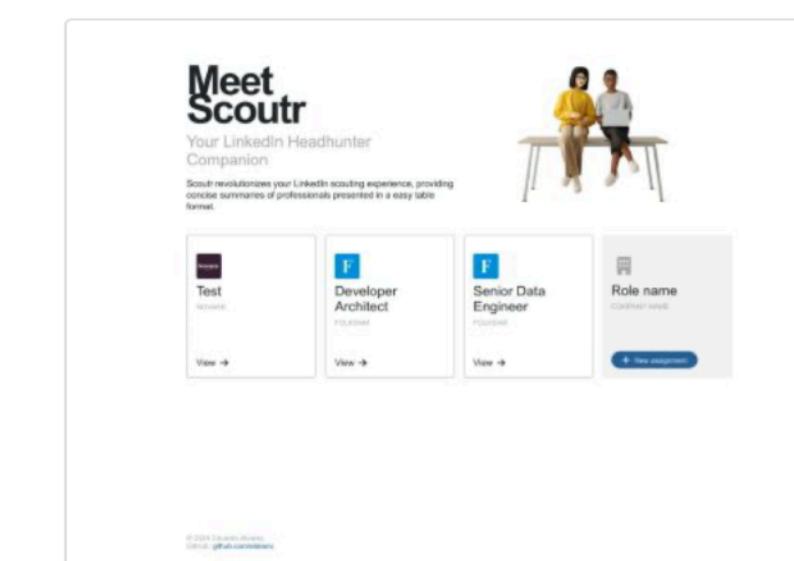
**0.4 s**

Largest Contentful Paint marks the time at which the largest text or image is painted. [Learn more about the Largest Contentful Paint metric.](#)

- Cumulative Layout Shift

**0**

Cumulative Layout Shift measures the movement of visible elements within the viewport. [Learn more about the Cumulative Layout Shift metric.](#)



# Scoutr

WEB PERFORMANCE METRICS

# Tech Stack

WHAT POWERS SCOUTR

🎨 CSS with no frameworks

🕸️ React (exploring Next.js, Remix & Astro)

>TypeScript

storybook

FRONTEND

Node.js

Express

🎭 Playwright

Cheerio

🐘 PostgreSQL

BACKEND

⚡ Vitest

🐳 Docker

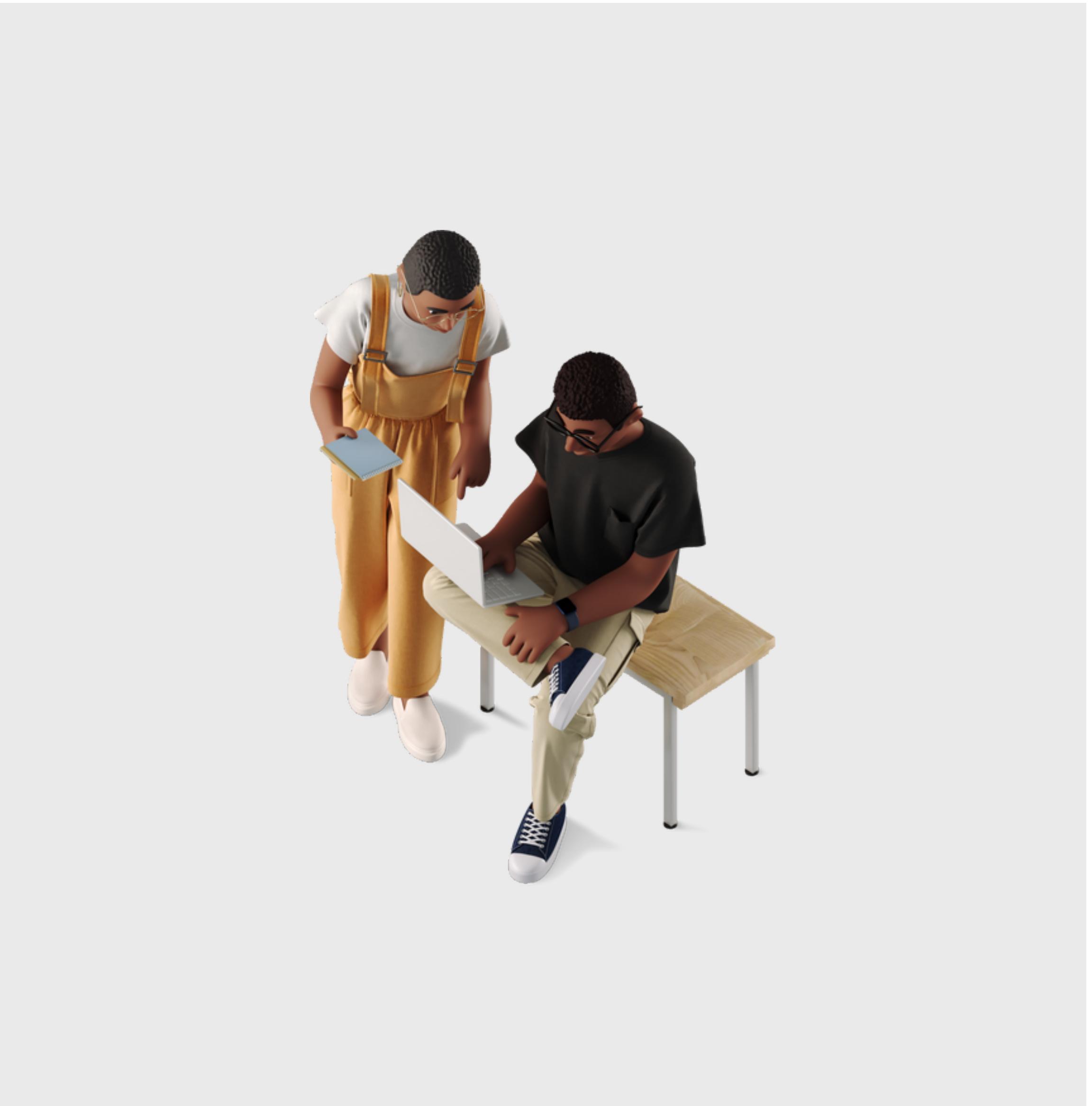
🐙 GitHub Actions

⛵ Lighthouse\*

Sentry\*

DEVOPS

\* Planned for Autumn '24. Feel free to contact to know more about each tool



# Eduardo Alvarez

Frontend developer

Backend

Graphic design

DevOps

UI design

# Scoutr

DEVELOPMENT CREDITS



# EL NOTICIERO

WEBSITE



BUSCAR

DEPORTES

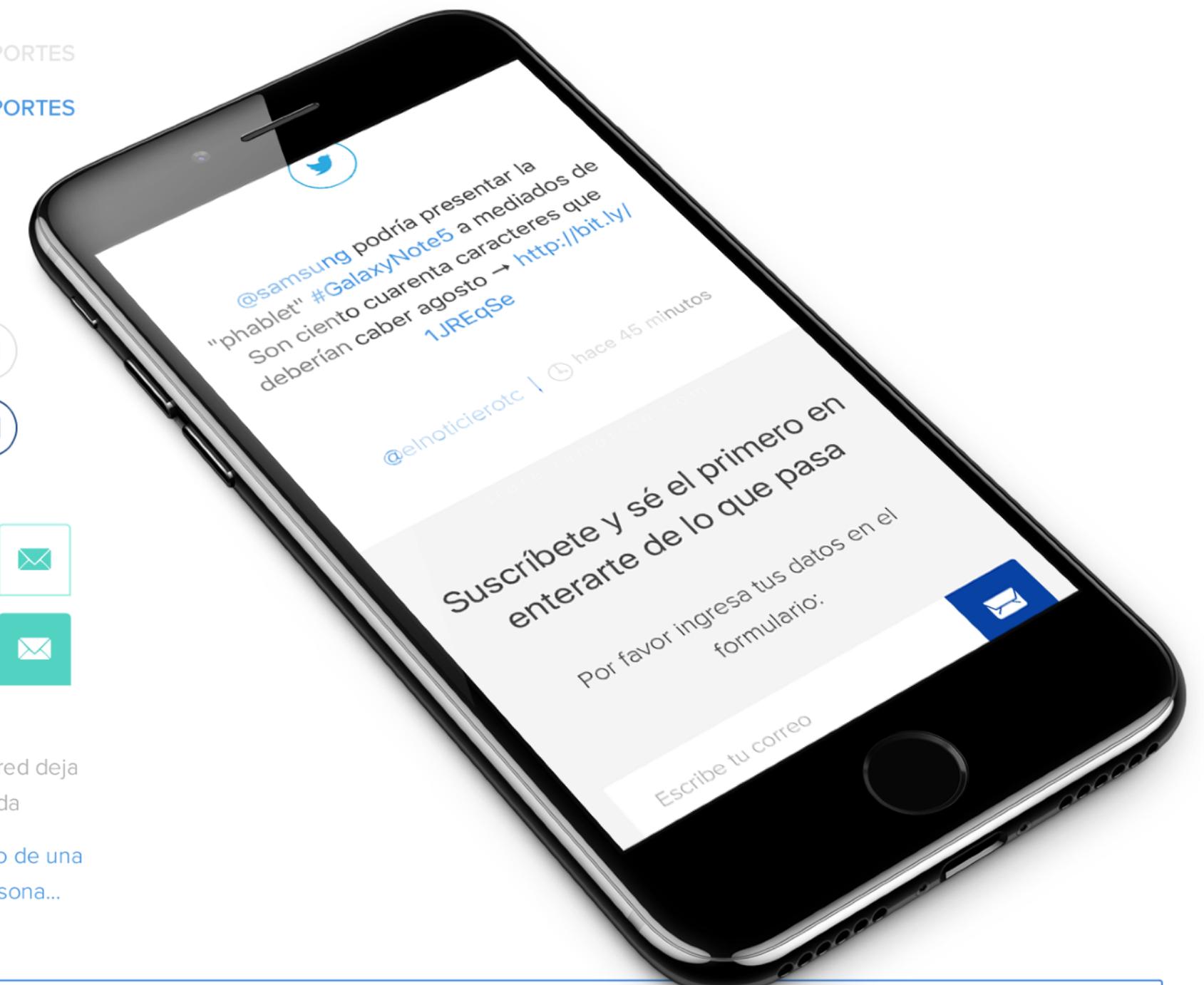
BUSCAR

DEPORTES



Colapso de una pared deja  
una persona fallecida

Mouseover Colapso de una  
pared deja una persona...



IR A LA VIDEOTECA

IR A LA VIDEOTECA

Escribe tu correo

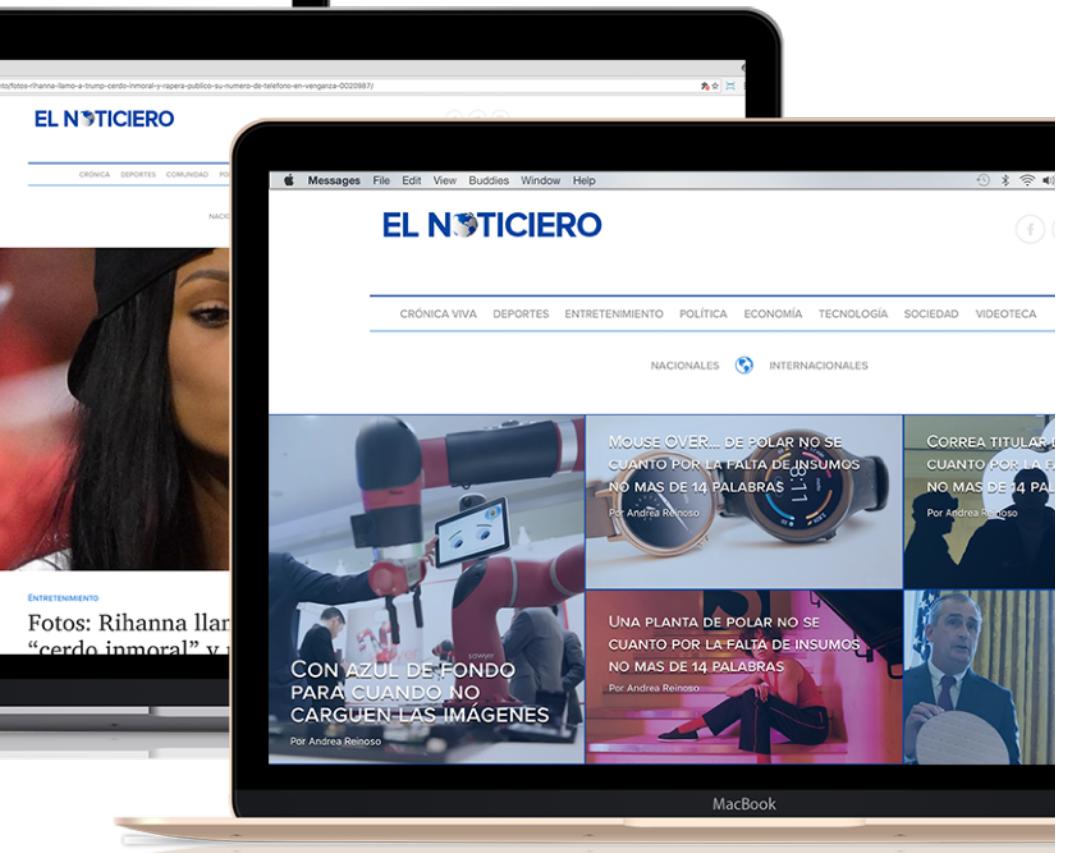
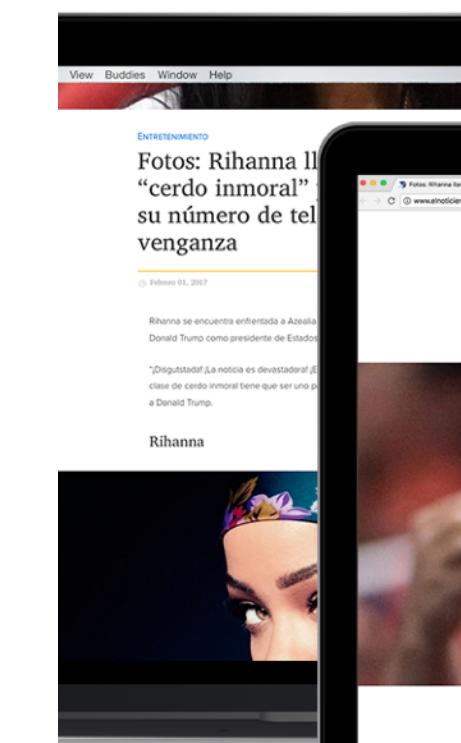
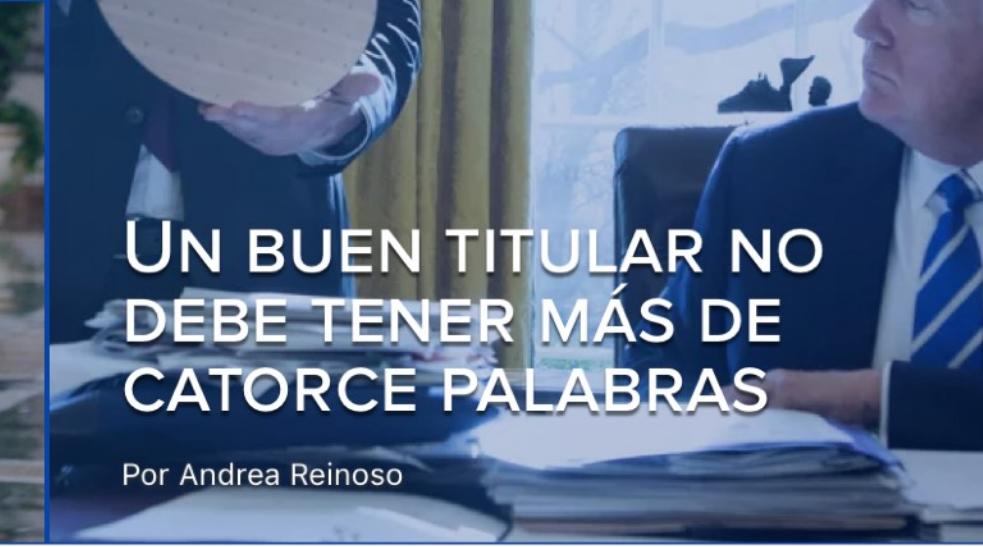
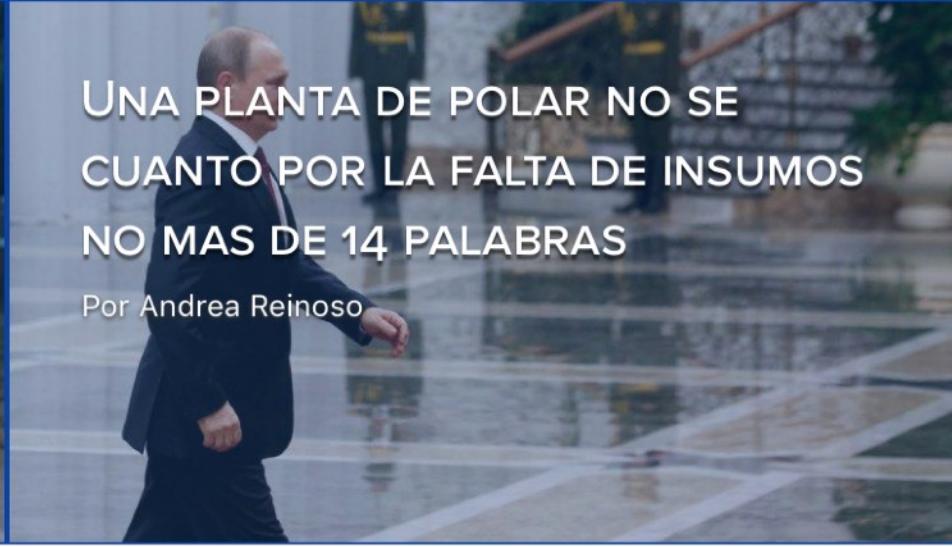
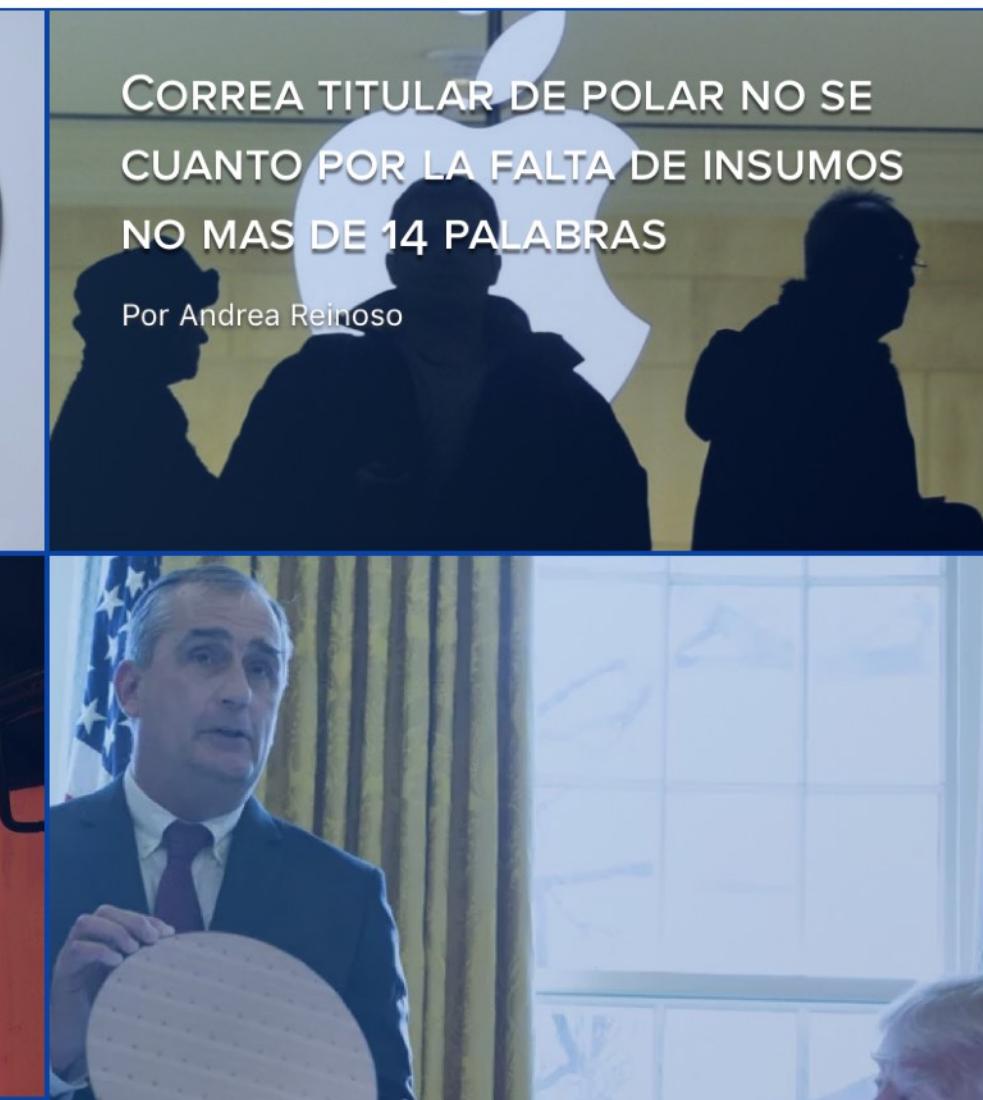
ENVIAR

# EL NOTICIERO



CRÓNICA VIVA DEPORTES ENTRETENIMIENTO POLÍTICA ECONOMÍA TECNOLOGÍA SOCIEDAD VIDEOTECA

NACIONALES INTERNACIONALES



# The News Show

WEB SITE

I got hired to manage the digital media department of TC Televisión with one goal in mind... **Make the digital division profitable!**

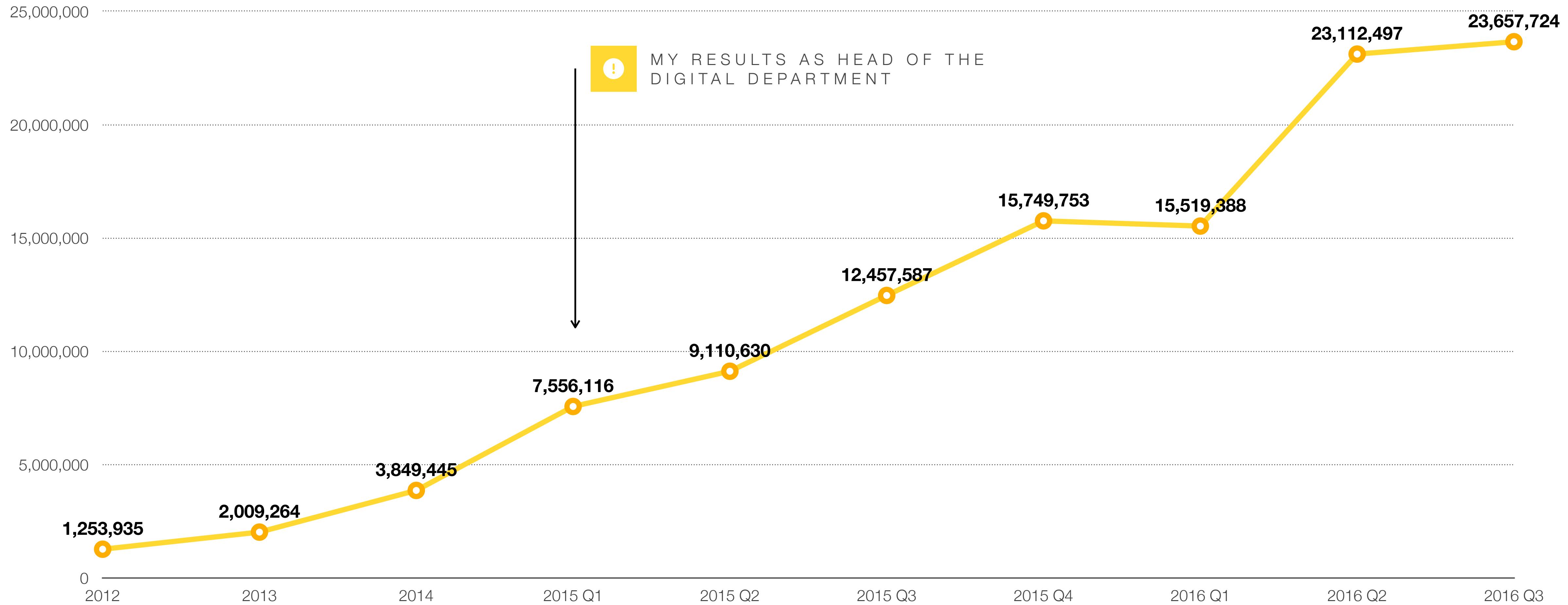
I convinced the stakeholders to create a new website only for news instead of redesigning the company website after showing the analytics that 67% of the company traffic was news-related.

# The News Show

WEB SITE

I decided to make the new website mobile first. (responsive design was not the norm in Ecuador) and focused on the load times to make it the fastest website available, even in 3G mobile connections.

We went from 1 million visits per month to 4M in the news site plus 800k in the old site, a 4.8X increase!



# The News Show

AVERAGE TRAFFIC PER YEAR

**Eduardo Alvarez**

Project lead

Frontend developer

UX design

**Roberto Noboa**

Backend developer

**Andrea Reinoso**

Graphic designer

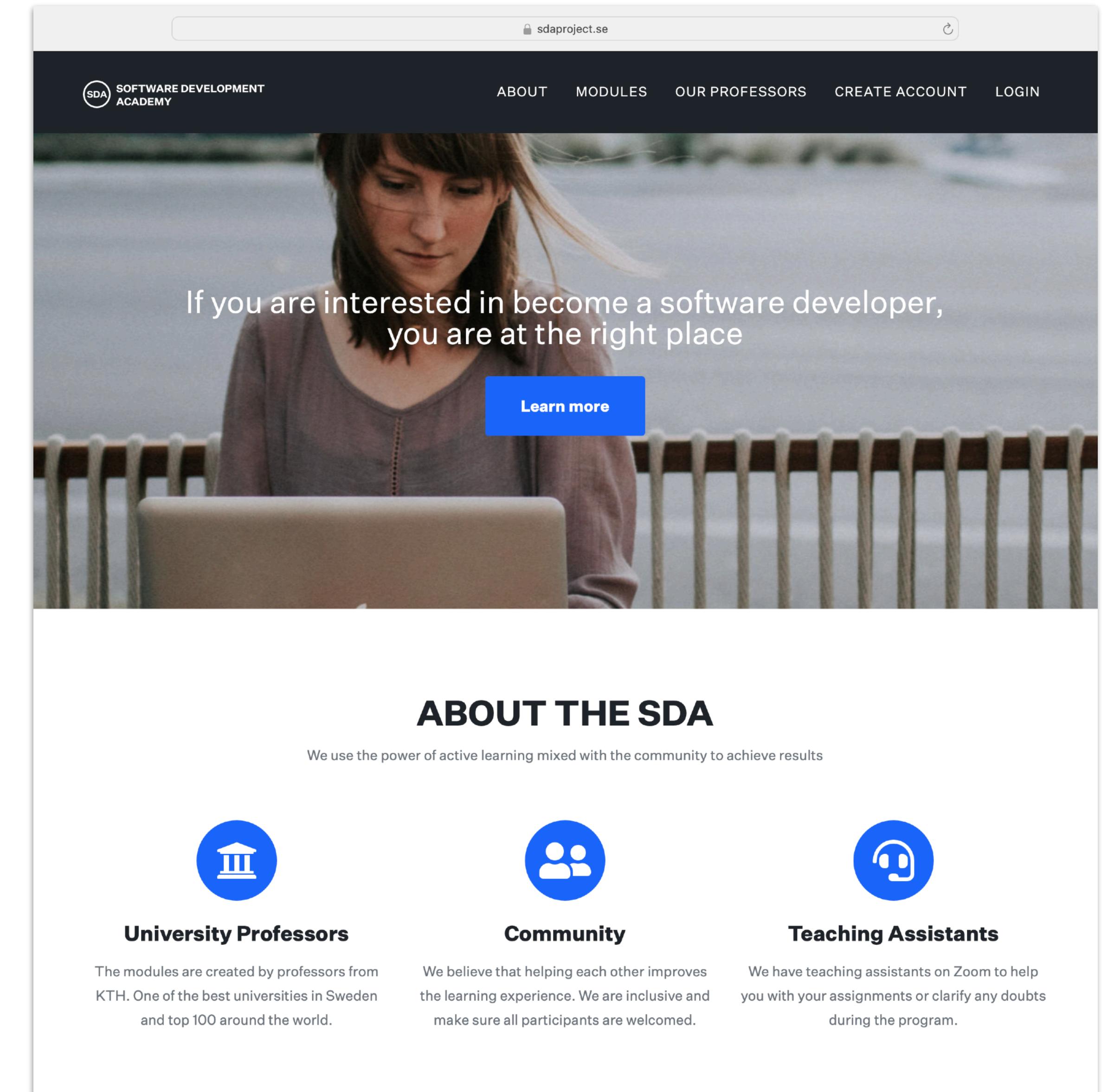
# The News Show

DEVELOPMENT CREDITS



# SDA LEARNING PLATFORM

WEBSITE



The screenshot shows the homepage of the SDA Learning Platform. At the top, there is a navigation bar with the SDA logo, a search bar, and links for ABOUT, MODULES, OUR PROFESSORS, CREATE ACCOUNT, and LOGIN. Below the navigation is a large background image of a woman with long hair looking at a laptop screen. Overlaid on the image is white text: "If you are interested in become a software developer, you are at the right place". A blue button labeled "Learn more" is positioned in the lower right area of the image. At the bottom of the page, there is a section titled "ABOUT THE SDA" with a sub-section titled "University Professors" featuring a blue icon of three stacked books, a sub-section titled "Community" featuring a blue icon of two people, and a sub-section titled "Teaching Assistants" featuring a blue icon of a person with a microphone. Each sub-section includes a brief description.

sdaproject.se

SDA SOFTWARE DEVELOPMENT ACADEMY

ABOUT MODULES OUR PROFESSORS CREATE ACCOUNT LOGIN

If you are interested in become a software developer,  
you are at the right place

Learn more

## ABOUT THE SDA

We use the power of active learning mixed with the community to achieve results

### University Professors

The modules are created by professors from KTH. One of the best universities in Sweden and top 100 around the world.

### Community

We believe that helping each other improves the learning experience. We are inclusive and make sure all participants are welcomed.

### Teaching Assistants

We have teaching assistants on Zoom to help you with your assignments or clarify any doubts during the program.

[app.sdaproject.se](https://app.sdaproject.se)

# Home

## LEARNING MODULES



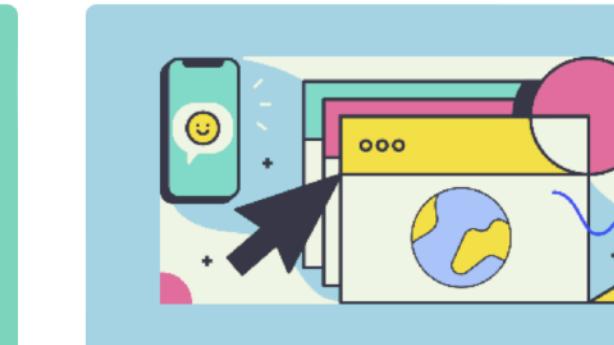
**Programming Foundations**



**Software Engineering**



**Programming in Depth**



**Frontend Development**



**Backend Development**

## EVALUATION MODULES



**Individual Project**



**Group Project**

[app.sdaproject.se/course/front-end-development](https://app.sdaproject.se/course/front-end-development)

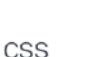
## Frontend Development

Starts with the basics like creating a website before moving to the cutting edge web frameworks and tools.

### Documents

 Assignments schedule	 HTML + CSS cheatsheet	 Recommended content
 CSS training wheels	 React articles	 Student projects repositories

### Slides

 Module introduction	 HTML	 CSS
---	--	---

### Videos

 Lecture 1: HTML	 Lecture 2: CSS	 Lecture 3: JS (part 1)
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[app.sdaproject.se](https://app.sdaproject.se)



Welcome back. Please login to your account

**Email**

**Password**

**Login**

[Forgot password?](#)

[Create a new account](#)

**Login to continue studying**

# SDA Platform

WEB SITE

Before I joined, teachers used Google Drive to share files. However, students lacked Google accounts, app syncing failures happened, and the folder structure increased in complexity as additional modules and projects were released.

I coded a Minimum Viable Product of a Learning Management System so students could easily create accounts with any email and without installing any app.

Most importantly, the interface was easy to use, as it was designed for the type of file distribution used in the boot camp.

**Eduardo Alvarez**

Idea proposal

Frontend developer

Graphic designer

**Kwabena Asante-Poku**

Developed an IDE for solving coding challenges in-app

# **SDA Learning Platform**

DEVELOPMENT CREDITS



KIE-  
ZÉN

EDUCATIONAL GAME

Create your first videogame

**NO PREVIOUS SKILL  
REQUIRED**

TELL ME MORE

START CREATING

**WHAT'S KIESZEŃ**

*Our little portable console*

# Kieszén

EDUCATIONAL GAME

Kieszén was born because parents with kids who loved video games asked me if I could teach them how to make them.

However, teaching coding to kids is hard, and handling game assets makes it more difficult, so I created a simplified interface designed only for simpler 2d games.

This startup idea won the competition Idea Cup 2019 in Stockholm!

# Kieszeń Studio

The screenshot shows the Kieszeń Studio web-based integrated development environment (IDE). At the top, there's a header with three colored dots (red, yellow, green) and the URL "create.kieszen.se". Below the header, the main interface is divided into several sections:

- Loop:** LDA 42  
LDA (@71, X)
- Screen:** A preview window showing a black screen with a small white power symbol in the center. Below it are "Normal" and "Large" buttons.
- Processor:** Displays current register values:
  - Registers: Accumulator 255, X index 0, Y index 0, Stack pointer 0.
  - Current Status: Carry (yellow), Negative (grey), Overflow (grey), Zero (grey), Break (grey).
- Buttons:** A set of 16 buttons labeled Up, Down, Left, Right, Enter, Z, X, C.
- Memory:** A table titled "First page Hardware Sprites Stack" showing sprite addresses and details:

Tile	X	Y	Color palette	...
512	513	514	515	250120250
512	513	514	515	250120250
512	513	514	515	250120250
512	513	514	515	250120250
- Show files**, **Play** (highlighted in blue), and **Analyze game** buttons at the bottom.

WEB IDE

Kieszeń  
Studio

Processor

REGISTERS  
Accumulator #255  
X index #0  
Y index #0  
Stack pointer #0

PROCESSOR STATUS  
 Carry Negative Overflow Zero Break

PROCESSOR WIDGET

Kieszeń  
Studio

Memory

First page Hardware Sprites St  

Tile	X	Y	Color palette	...
512	513	514	515	250120250
512	513	514	515	250120250
512	513	514	515	250120250
512	513	514	515	250120250

MEMORY WIDGET  
SPRITES ADDRESSES

**Eduardo Alvarez**

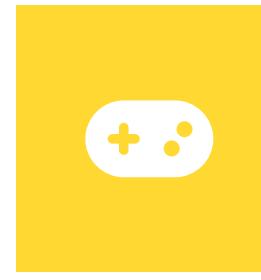
Startup idea

Frontend developer

Graphic designer

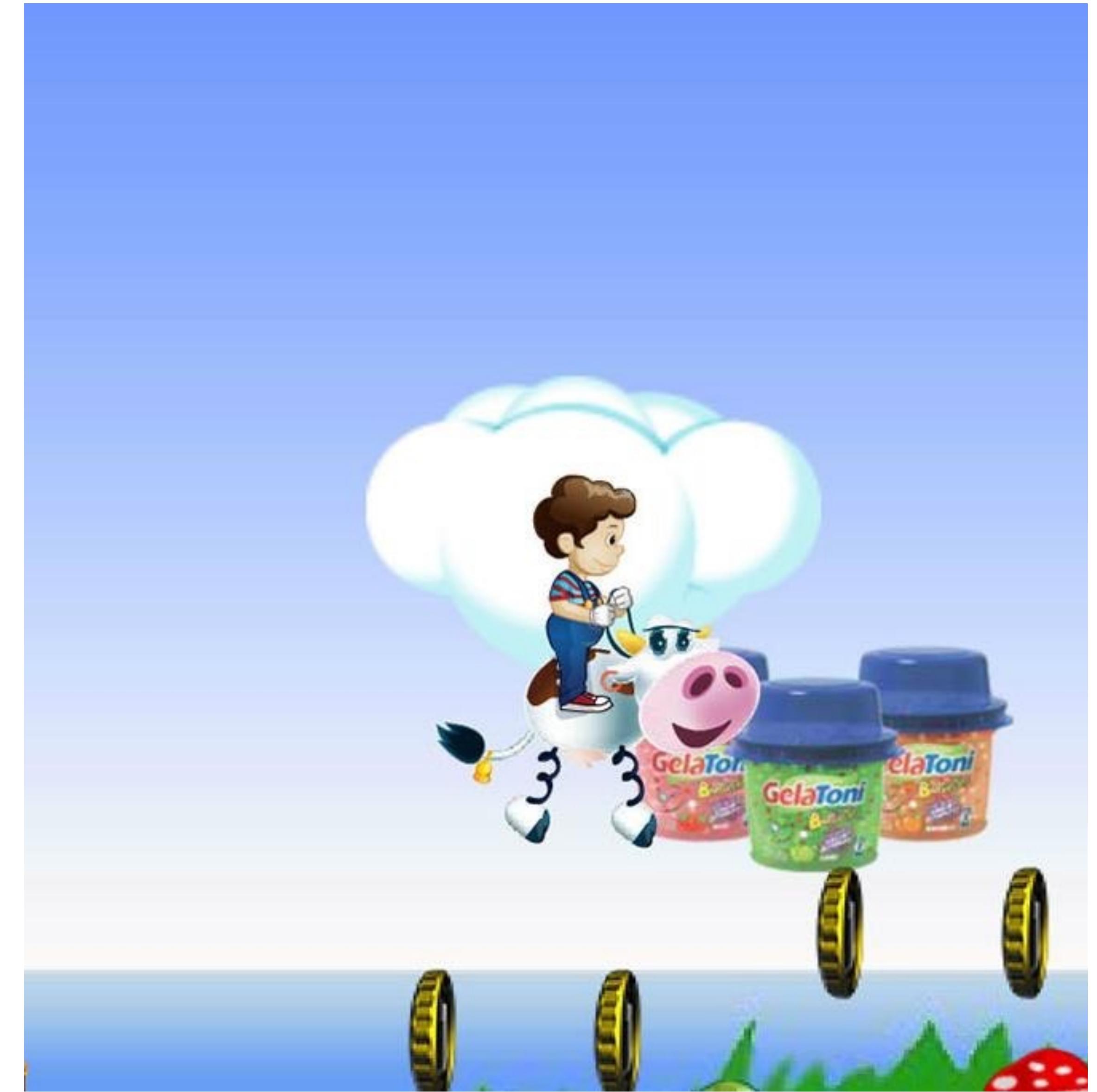
**Kieszén**

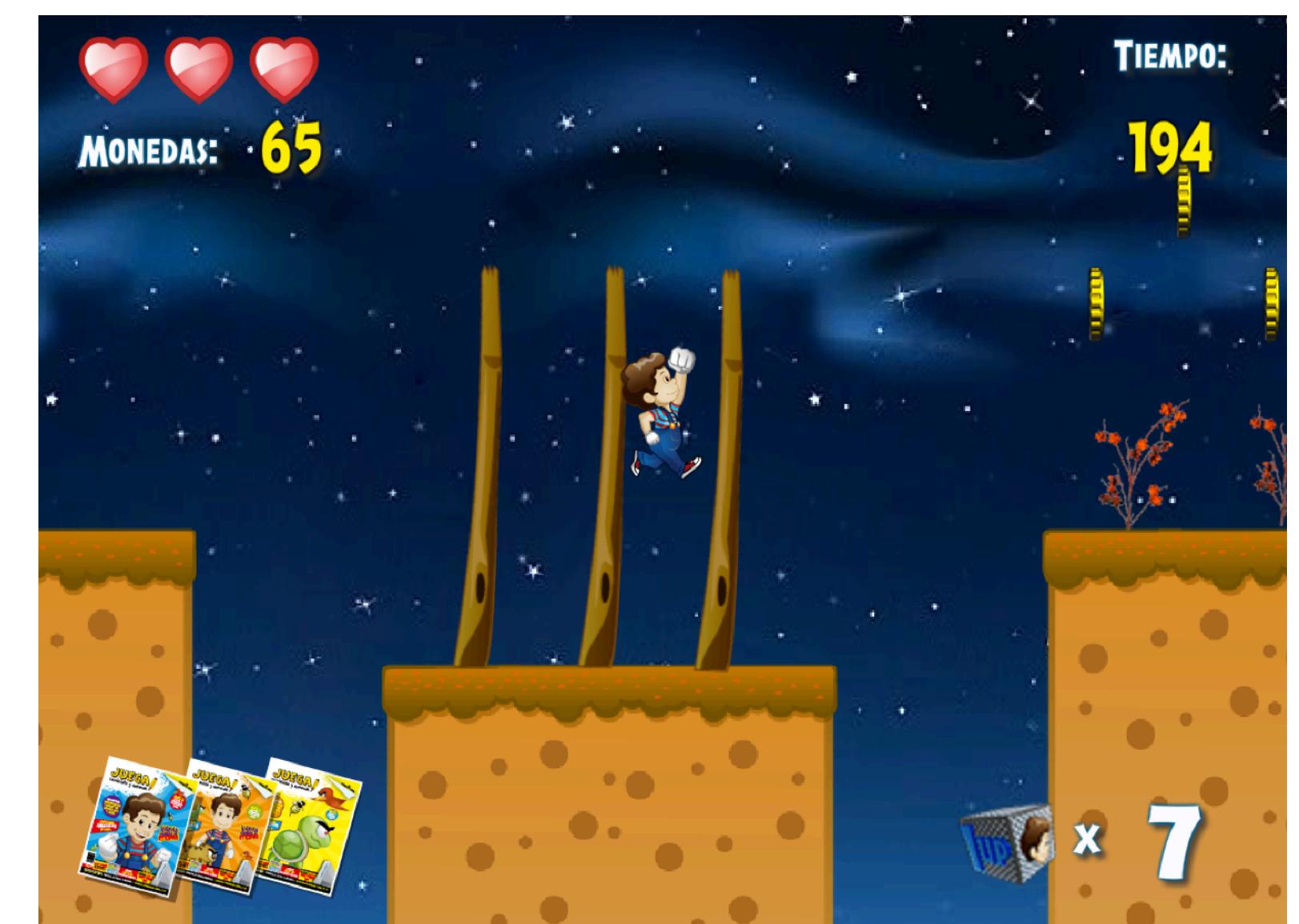
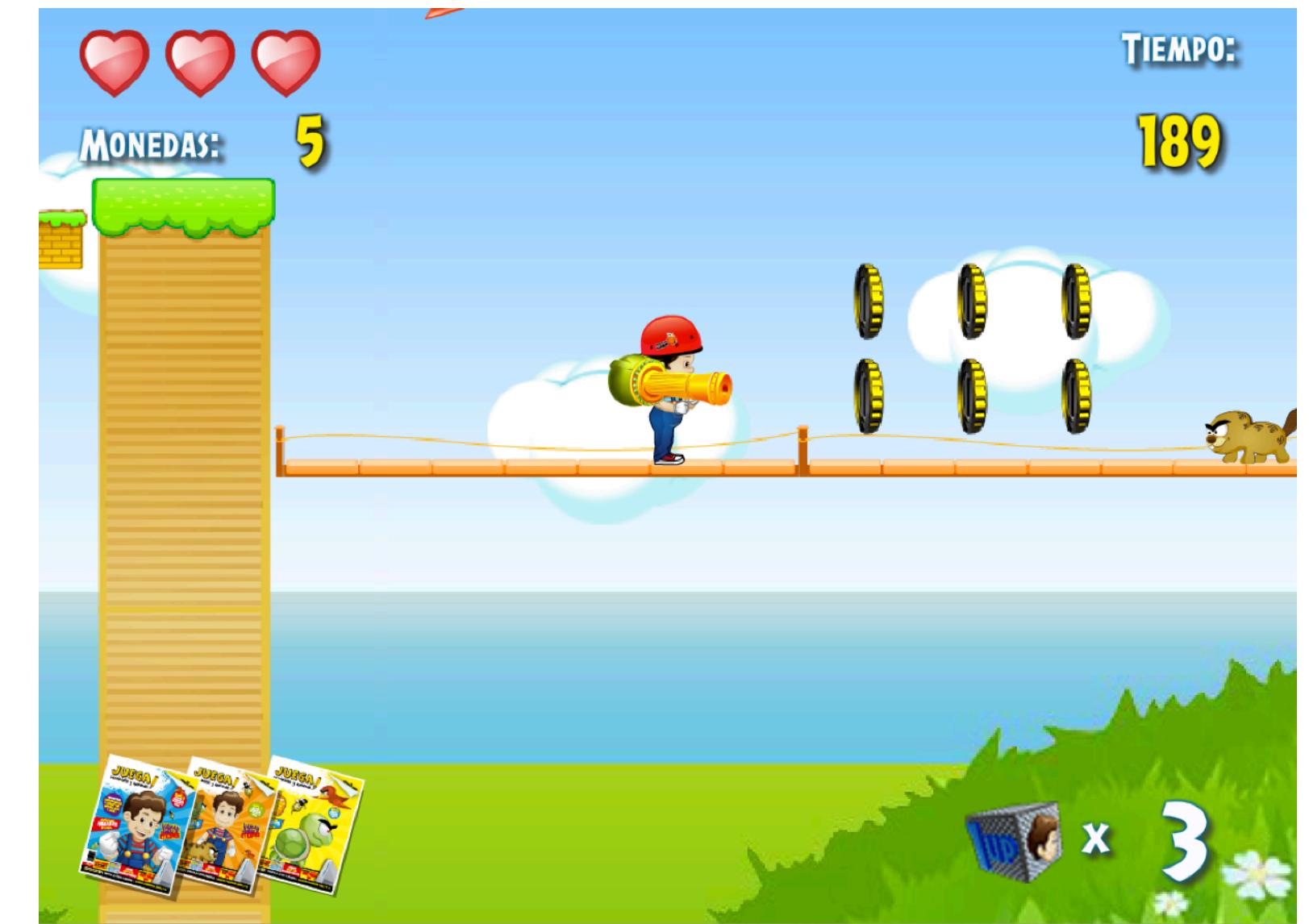
DEVELOPMENT CREDITS



# PLAY ADVENTURE

ADVERTISING VIDEO GAME





# Play Adventure

ADVERTISING VIDEO GAME

A multi-brand advertising game encompassing more than 20 sponsors.

The sponsors range from chocolate, candy, dairy products, etc. Even a local bank promoted their kids' savings account!

# Play Adventure

ADVERTISING VIDEO GAME

We made the game during an energy crisis that forced our country to rationalize the electricity.

I designed the project schedule around this. The meetings and level design were made by hand during the off hours.

We met the deadline with time to spare, so we included an ocean map with full swimming capabilities!

**Eduardo Alvarez**

Project lead

Developer

Game designer

Level designer

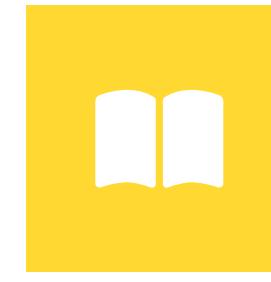
**Wilson Camañ**

Concept artist

Illustrator

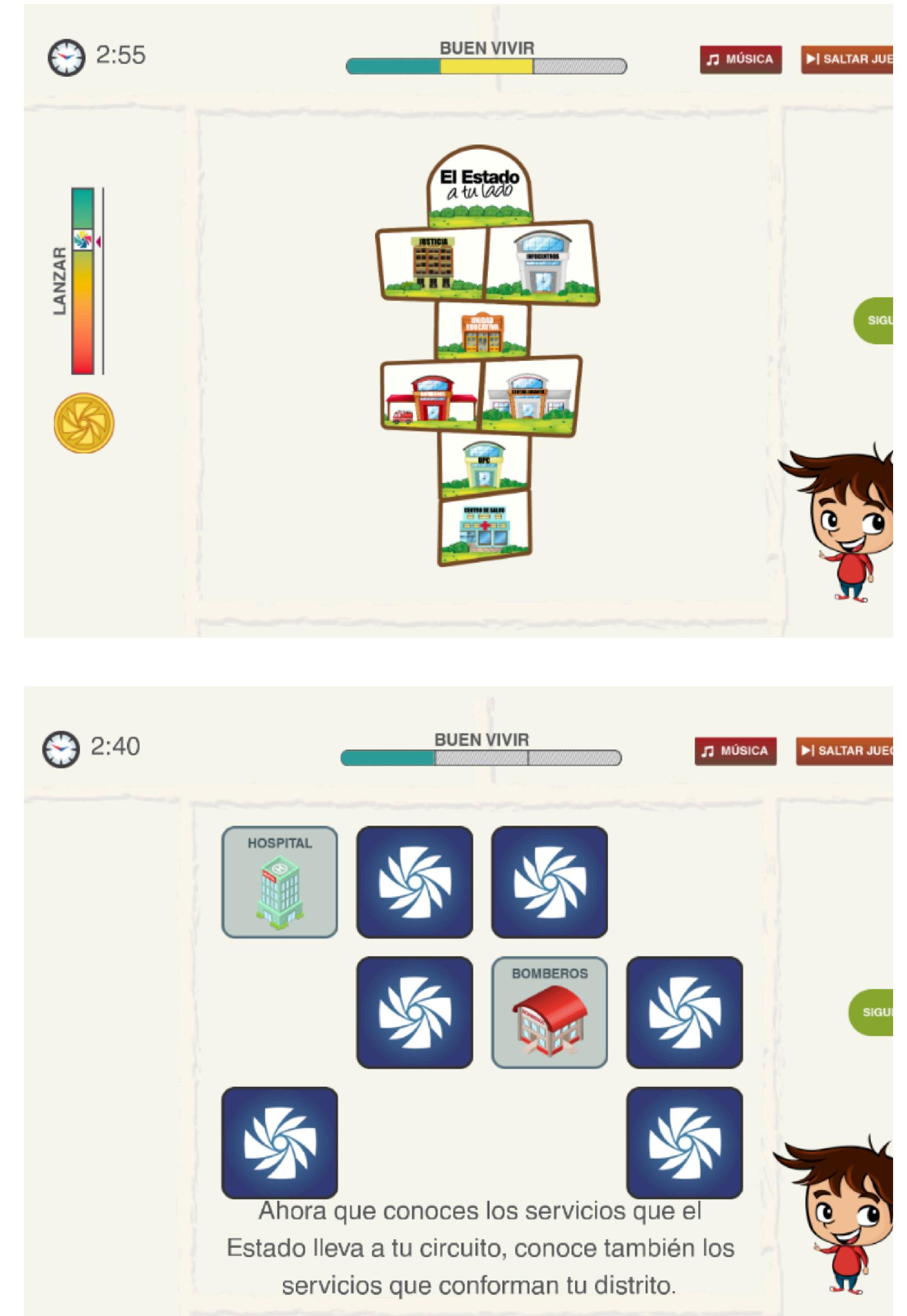
# Play Adventure

DEVELOPMENT CREDITS



# THE STATE BY YOUR SIDE

EDUCATIONAL GAME



# The State by your side

EDUCATIONAL VIDEO GAME

This game teaches the kids about the new services organization of the government.

It's a city sim mini-game where the kids start from a small town and end up managing an entire district.

**Jorge Dominguez**

Manager

**Eduardo Alvarez**

Developer 1

**Jose Espinoza**

Developer 2

Game designer

**The State by your side**

DEVELOPMENT CREDITS (1 / 2)

**Ingrid Castro**

Concept artist

**Bernardo Ospina**

Illustrator

Illustrator

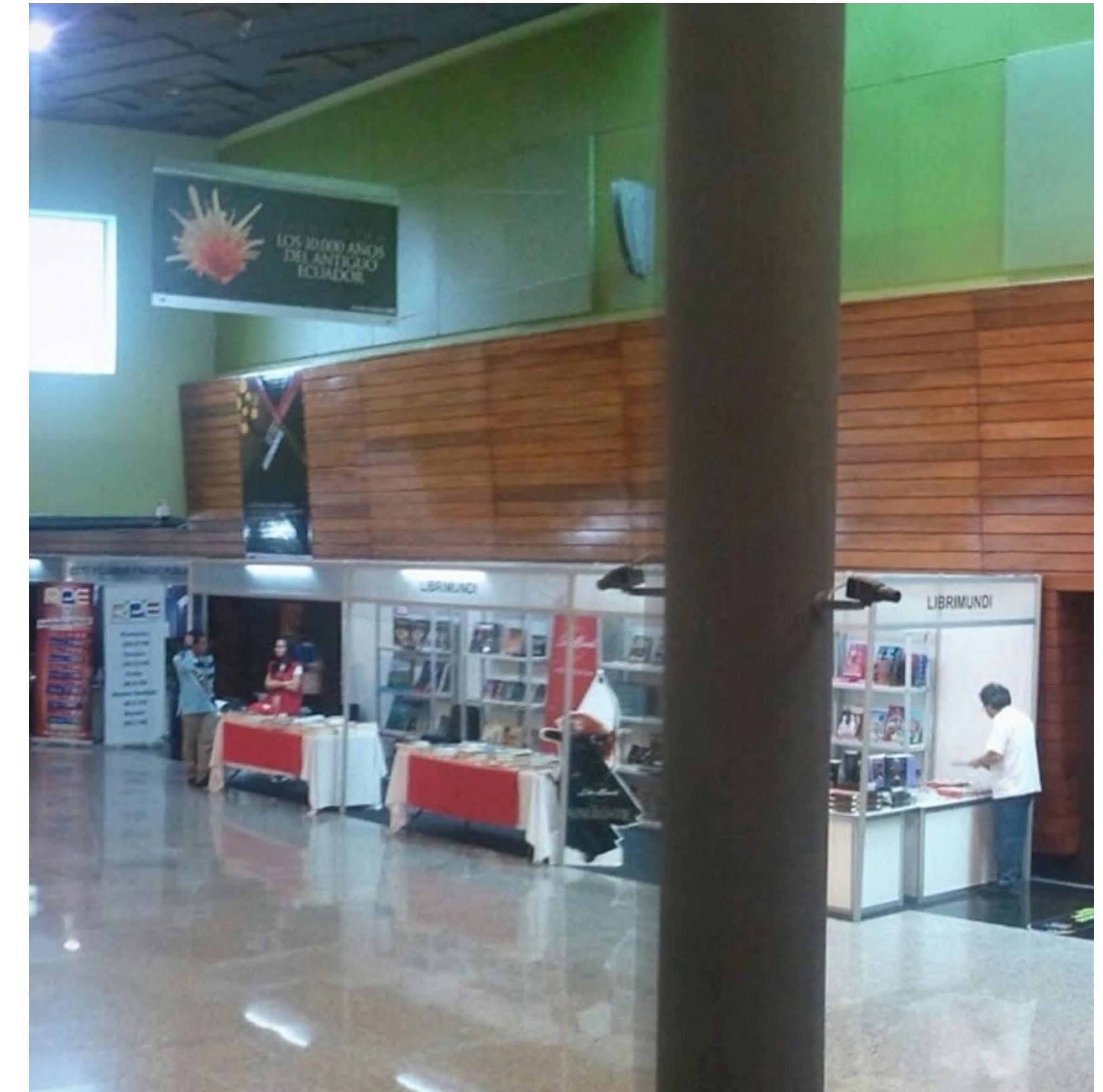
**The State by your side**

DEVELOPMENT CREDITS (2/2)



# GUAYAQUIL BOOK FAIR TRIVIA

EDUCATIONAL GAME





puntos  
**250**



selecciona cualquier tema para empezar



MATEMÁTICAS



CINE



DEPORTES



GEOGRAFÍA



GUAYAQUIL



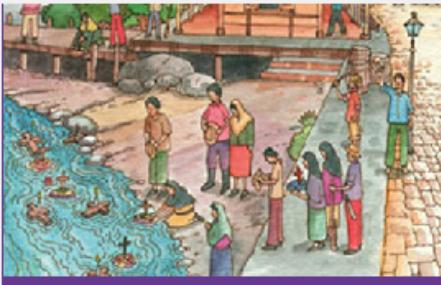
HISTORIA



CIENCIA



PERSONAJES



LITERATURA



MATEMÁTICAS



CIENCIA



GUAYAQUIL

las preguntas de abajo dan más puntos



ELOY ALFARO



Feria Internacional  
del Libro Guayaquil 2012  
SOMOS NUESTRA MEMORIA

**EXPOSITORES  
GUAYAQUIL**



INFORMACIÓN

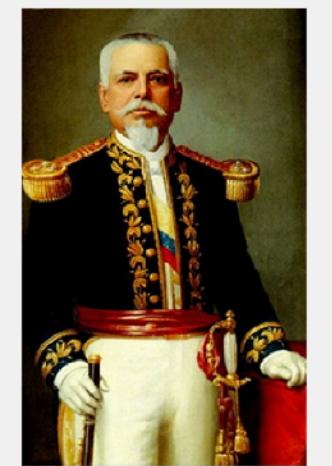
Avanzamos!  
Patria!

puntos  
**250**

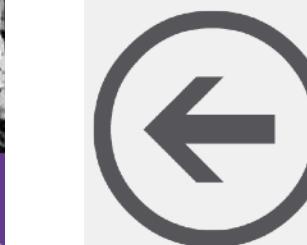


### CUESTIONARIO

- 1 ✓ ¿Quién fue Eloy Alfaro Delgado?
- 2 ✕ ¿En qué año nació y murió?
- 3 ✕ ¿Qué eran las "montoneras", del cuál?
- 4 ✕ ¿Quiénes eran los principales integrantes?



Don Eloy es sin duda el mayor ciudadano ecuatoriano de la historia. El Viejo Luchador es ejemplo para todos los quienes creemos en una patria justa y equitativa; honesta y solidaria. Eloy Alfaro Delgado es uno de los pilares fundamentales en los que se asienta la profunda vocación democrática de los ecuatorianos.



puntos  
**0**



Ministerio de Cultura | SOMOS cultura

- 1 ¿Quién fue Eloy Alfaro Delgado?

El general de División del Ejército del Ecuador

Líder de la revolución liberal ecuatoriana

Todas las otras respuestas son válidas

El presidente del Ecuador por 2 ocasiones

**ELOY**

# Guayaquil book fair trivia

EDUCATIONAL GAME

For months, we pitched a trivia game idea to the fair organizers, but they showed little interest.

Just a week before the event, they finally approved it. We hustled non-stop for a week to make it happen!

# Guayaquil book fair trivia

EDUCATIONAL GAME

We tailored trivia questions based on books by the fair's invited authors. Six computers were set up in the fair lobby for people to play. Initially, each game lasted 3 minutes, but due to high demand, we shortened it to just 1 minute.

After the game ended, we displayed the player's score and a prompt to return in 10 minutes to continue playing. This allowed players to visit the authors' stands to gather more answers for the game.

**Jorge Dominguez**

Manager

**Eduardo Alvarez**

Frontend developer

**Jose Espinoza**

Backend developer

Computer networking 1

Game designer

Computer networking 2

Stand host

Graphic designer

# Guayaquil book fair trivia

DEVELOPMENT CREDITS