LORENZO TIJERINA
SOFTWARE ENGINEER

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SKILLS
React, Redux, MongoDB, Postgres, Ruby on Rails, JS, jQuery, SQL, Git, HTML5, CSS3, Express, Node.js, Adobe CS

Applications

weUnion | (MongoDB, Express, React, Node.js)   Live Site | Github

Web application empowering users to create a Union organization, invite members via email, make and vote on grievances, launch and vote on actions, and dissolve the Union if needed.

- Spearheaded project development and led team of four devs, employing Agile methodology and enabling deployment within rapid six-day turnaround, demonstrating adaptability and strong leadership skills.
- Implemented comprehensive user authentication measures, including CSRF protection, session cookies, and password hashing, resulting in zero security breaches or data leaks.
- Managed git merges, conducted regular code reviews, and facilitated daily stand-ups and sprint planning, fostering collaborative environment and ensuring code quality across team.

Medium-Earth | (Ruby on Rails, React, PostgreSQL, Redux)   Live Site | Github

Full stack Medium clone featuring user authentication, article publishing/editing, optimized search, and social features such as liking and commenting.

- Developed full-stack Rails project as a solo developer, creating a pixel-perfect Medium clone with a Middle Earth-inspired theme, incorporating custom fonts, colors, graphic elements, and animations on the hero banner.
- Implemented AWS integration to enable secure and private photo uploads, managing policies and configurations to ensure seamless user experience while maintaining data privacy.
- Developed an optimized search feature, allowing users to easily discover and navigate relevant content, enhancing user engagement and interaction within the platform.

mombieZombies | (JavaScript, Webpack, HTML, CSS3)   Live Site | Github

Original, addictive game built in just five days, challenging players to prevent mombies from capturing their babies by using a ball to knock zombies out windows. The project is designed for both mouse and touch screen controls, and features dynamic screen resizing for varying levels of difficulty.

- *Developed challenging and engaging gameplay experience by researching and implementing collision detection algorithms and hitboxes for ball, mombies, and room elements.*
- *Implemented AI mechanics, enabling mombies to track and chase after the babies, pick them up, and carry them to the door, resulting in a more dynamic gaming experience.*
- *Utilized object-oriented programming principles to establish a modular and maintainable codebase.*

EXPERIENCE

Tax Preparer
Sidney-Kahan, Nov 2019 - Present

- Prepared and filed tax returns for individual and small business clients, resulting in 98% accuracy rate and on-time delivery.
- Utilized various tax preparation software applications, such as UltraTax CS and Drake, to streamline the tax preparation process, resulting in a 20% increase in productivity and timely delivery of tax returns.
- Led out-of-state tax preparation, achieving a 15% increase in profit margins by implementing specialized tax software that was more cost-effective and efficient for handling these types of returns.

Content Manager
Brooklyn Aikikai, Nov 2011 - Present

- Implemented a scalable and efficient video archival system by designing and configuring a RAID-based storage solution.
- Conducted research and evaluated hardware and software options to select most appropriate components for the system, resulting in a 10-fold increase in storage capacity.
- Elevated user experience by implementing keyword-based search functionality, enabling users to efficiently locate digital content with ease and precision.

EDUCATION

App Academy - *Immersive software development course with focus on full stack web development* (March 2023)
University of the Incarnate Word - *BS - Communication with concentration in journalism* (Spring 2003)