Estrella Alvarez

Full Stack Software Engineer

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I'm a creative software engineer and designer with a passion for creating, gaming, and technology. I strive to constantly be learning, growing, and inclusive.

SOFTWARE ENGINEERING SKILLS

Front End | JavaScript, HTML, CSS, React, Bootstrap, Flexbox, Grid, Figma, Adobe Illustrator
Back End | Java, Python, REST API's, PHP, Node.js, Express.js, MongoDB, SQL, PostgreSQL
Other Software Systems | JSON, APIs, EJS, Django, Mongoose, DevOps, CI/CD, Software version control (Git/GitHub), Command Line Interface, Unity

PROJECTS

VAL HALLA | **Full Stack Web Application** | **Lead Web Designer and Front End Engineer |** 09/22-09/22
React.js, JavaScript, HTML, CSS, Mongoose, MongoDB

- Full-stack(MERN) statistical application tracker for the game VALORANT. Players can search through a third-party Riot Games API to search usernames to find player statistics (Deployment pending). Collaborated in a one week sprint in a team of four software engineers.
- Lead design; Wireframed and planned UI/UX design of application using Figma.
- Made RESTful routes for API calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations, and tested all backend routes during development using Postman.
- Used Mongoose to define schemas for MongoDB collections for database document relationship and organization.
- Utilized search function to call Riot Games API to fetch specific player and related data through back-end deployment on Heroku.

KIBI |**Full Stack Web Application** | **Lead Web Designer and Front End Engineer |** 08/22 - 09/2022
JavaScript, HTML, CSS, Express, Bootstrap, EJS, Mongoose, MongoDB

- Reverse-engineered a responsive, full-stack eCommerce application that features the 7 RESTful routes and a direct user flow in a team of 3 engineers.

Frogger | **Responsive browser game** | **Full Stack Engineer and Illustrator|** 08/22-08/22
JavaScript, HTML, CSS

- Responsive browser-based rendition of the 1981 arcade game Frogger.
- Implemented a timer, conditionals, functions, and designed illustrations to create an addicting and fun player-driven experience

EXPERIENCE

Crew Member | Trader Joes | Chicago, IL   10/19 - Present

- Provided excellent customer service to 30-50 clients per shift.
- Stocked products from 5-8 pallets per shift in a team.

Leadership and Creative Opportunity Development Intern | True Skool | Milwaukee, WI
05/2017 - 09/2017

- Collaborated with a team of 8 youth interns to build community-driven enrichment projects.

- Cultivated and improved community peace gardens through volunteer work of 20+ hours.
- Upheld the space's upkeep and organization by maintaining common areas and an aquaponics system.

EDUCATION AND CERTIFICATIONS

Software Engineering Immersive | General Assembly | Remote   07/22-10/22

Full-stack software engineering immersive student in an intensive 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

City Colleges of Chicago   *01/2021-05/2021*

Computer Science

Relevant coursework: COMPSCI 101

University of Wisconsin-Milwaukee   01/2019-05/2019

Computer Science

Relevant coursework: COMPSCI 150 Survey of Computer Science

*Activities and societies***:** Women in Computing, Astronomy Club

IBM | Continuous integration and continuous delivery (CI/CD) | 07/2022

Volunteering

Accessibility Resource Center - Student Notetaker | University of Wisconsin-Milwaukee   01/2019-05/2019
- Every class period I wrote down meaningful, clear, and concise notes. Then, uploaded files of these notes for students who required this learning accommodation.

Women in Computing - Geek Week Volunteer | University of Wisconsin-Milwaukee   03/2019
- Demonstrated fun technology such as programmable robots to the UWM student body for annual Geek Week.