

# Jonathan Alfaro

Software Engineer / Game Developer

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## EDUCATION

### B.S. Computer Science and Engineering

University of California, Merced

08/2018 - 12/2020

Merced, CA

#### Courses

- Introduction to Artificial Intelligence
- Computer Vision
- Algorithm Design and Analysis
- Database Systems
- Object Oriented Programming
- Software Engineering
- Human-Computer Interaction
- Computer Architecture

### Associates Degree in Mathematics and Physics

Reedley Community College

08/2015 - 05/2018

Reedley, CA

#### Courses

- Physics Science and Engineering
- Programming Concepts and Methods
- Differential Equations and Linear Algebra
- Math Analysis

## WORK EXPERIENCE

### Electronics Team

Target

11/2019 - 01/2020

Atwater, CA

#### Achievements/Tasks

- Answered guests questions and concerns about a wide range of electronics.
- Assisted other departments when low on staff/behind on time.
- Check inventory and update database quantity to display correct amount for guests.

### Math Tutor

Reedley Community College

08/2016 - 05/2018

Reedley, CA

#### Achievements/Tasks

- Tutored students in subjects ranging from Pre-Algebra to Differential Equations and Linear Algebra.
- Ran evaluations on myself and coworkers to improve the way we discuss methods and information to others.
- Attended monthly meetings that would consist of new methods to approach a problem to meet tutee's needs.

## SKILLS

C/C++/C#

Python

JavaScript

Java

SQLite/MySQL

HTML

CSS

R

Matlab

Computer Vision

Unity

Machine Learning

Data Structures

Debugging

Web Development

Data Analysis

MIPS Assembly

REST API

RDBMS

OpenGL

Git/Github

Node.js / Express.js

## PROJECTS

### Video Game Database (02/2021 - 04/2021)

- Continuation of Database Systems class project where I alone setup both the backend(MySQL, Python) and frontend(HTML, CSS) as well as the server side(Node.js/Express.js).
- The purpose of this project is to go beyond what was achieved in the course, adding more detail and constraints to SQL tables, as well as creating POST, PATCH, and DELETE options for the server.

### Gami Bird (12/2020 - 02/2021)

- Unity Engine based project that focuses on Object Oriented Programming. This game is based off of the iconic "Flappy Bird".
- Includes methods such as parallaxing, keyboard and touch user input, both circle and box colliders for danger zones, and object spawning.
- Currently published on Google Play for android devices only.

### Website Portfolio (01/2021 - Present)

- This website's purpose is to showcase my skills as a front end developer (HTML, CSS, JS).
- Includes an About, Projects and Contact page.

## LANGUAGES

English

Native or Bilingual Proficiency

Spanish

Native or Bilingual Proficiency

## INTERESTS

Video Games

Board games

Music

Art

Puzzles

Animation

Movies