JONATHAN ALFARO

Software Engineer

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- ✓ linkedin.com/in/gameonjon
- ✓ Dinuba, CA

Experienced software engineer adept at building full-stack apps, continuously learning, and embracing challenges. Seeking an innovative team to further develop skills and contribute to a thriving community.

SKILLS

- ✓ C/C++
- ✓ Python
- ✓ JavaScript
- ✓ React
- ✓ SQL
- ✓ RESTful API

EXPERIENCE

Universal Fencing League

Software Engineer · 07/2022 - 04/2023

- Developed a cross platform athletic matchmaking application for a startup using Flutter.
- Self taught open source framework.
- Collaboration with UX designer using Figma.

E&J Gallo Winery

Software Engineer Intern · 08/2019 - 12/2019

- Developed a frontend application using React Native for the Distribution Department.
- Identified inefficiencies and user pain points in the existing quality control systems.
- Collaborated with a team of engineers, effectively dividing ownership of each key flow of the app and ensuring robust functionality and scalability.

EDUCATION

University of California, Merced · 08/2018-12/2020

B.S. Computer Science and Engineering

- Object Oriented Programming
- Software Engineering
- Database Systems
- Algorithm Design and Analysis
- Computer Architecture
- Introduction to A.I.

PERSONAL PROJECTS

Video Game Database · 02/2021 - 04/2021

- Developed a video game database with backend and frontend components.
- Expanded SQL tables and implemented server features for improved functionality.
- Strengthened knowledge in React/React Native and gained familiarity with Docker.

Website Portfolio · 01/2021 - 06/2021

- Showcased front-end development skills with HTML/CSS in a website portfolio.
- Published project on Github Pages for wider accessibility.
- Implemented responsive layout for seamless viewing on multiple devices.