JONATHAN ALFARO

Software Engineer

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Fresno, CA

SKILLS

- FrontEnd
- Hardware
- APIs
- Backend
- Software
- Cross-functional Communication

EXPERIENCE

Universal Fencing League   07/2022 - 04/2023

Software Engineer Intern

- Developed UI controls for video recording, keeping track of score/moves.
- Independently learned and applied an open source framework.
- Collaborated with a UX designer, utilizing Figma to improve design process.

E&J Gallo Winery   08/2019 - 12/2019

Software Engineer Intern

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

EDUCATION

University of California Merced   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

UX/UI Redesign of Music App   10/2023 - Present

- Addressing user pain points when sharing profiles to give a better representation of the users listening behavior.
- Utilizing Figma to enhance my UI/UX design skills.

Web Portfolio   02/2021 - Present

- A showcase for projects, experience, etc. as well as my web development skills.
- Implemented responsive layouts, allowing a variety of device sizes to view.

Video Game Database   02/2021 - 04/2021

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