Jonathan Alfaro

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Software Developer

EDUCATION

UC Merced, Merced, CA

B.S. Computer Science and Engineering 08/2018 - 12/2020

- Object Oriented Programming
- Algorithm Design and Analysis
- Machine Learning
- Database Systems

SKILLS

- Programming: JavaScript, Python, C++
- Web: HTML, CSS, React
- Databases: MySQL, REST APIs
- Tools: GitHub, Figma, Docker

PROJECTS

Video Game Hub | React, Python, MySQL, Node.js, REST

- Expanded on initial class project to browse and add video games; updated schema design, scripts, and integrated React to modernize app.
- Designed and implemented a SQL database consisting of varying relationship connections.
- Automated cover art collection with a Python script and an open-source Twitch API, renaming files to match database IDs for correct display.

Portfolio Website | HTML, CSS, JavaScript, React, GitHub Pages

- Created a web portfolio, with a responsive layout for varying devices, using Figma to create mockup designs.
- The initial version was built with animations and transitions to explore web tools.
- Rebuilt using React with minimalistic design for greater user experience and usability.

Sports App Prototype | Figma, Flutter

- Collaborated on a sports application concept for connecting players, recording stats, and tracking scores.
- Gained exposure to mobile development and peer collaboration in an early-stage project.
- Created UI controls for tracking stats while recording matches.

WORK EXPERIENCE

Substitute Teacher, Teach Start 11/2024 - 06/2025

- Led high school class sessions in mathematics, and provided support in computer science fundamentals.
- Ensured continuity in instruction and supported student engagement.

After School Tutor, California Teaching Fellow 11/2022 - 06/2024

- Created and delivered STEAM lesson plans to elementary students.
- Provided technical assistance by setting up and maintaining classroom devices