

JULIUS ALVARADO

JR. FRONT END SOFTWARE ENGINEER

Solution-Driven Application Designer & Software Scripting Specialist

Web Applications, Frontend Development, UIUX Design, & AngularJS Development

www.juliusalvarado.info

<https://github.com/nbr1ninrsan2>

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SUMMARY:

Creative, self-managed, and resourceful **Front End Developer** specializing in AngularJS UIUX Development & Design w/ 2.5+ years of experience in application development, website design, and project leadership success.

- Managing software / frontend development and implementation of projects.
- Building relationships with internal staff, stakeholders, and clients to achieve key objectives.
- Creating user-friendly software applications with user experience centered design.
- Analyzing complex data, developing new application processes, and delivering on-time solutions.
- Creating software enhancements using knowledge of the software development lifecycle (SDLC).
- Meeting critical deadlines within a fast-paced and high stress work environment.
- Producing easy-to-read software/frontend design documentation, specifications, and user manuals.

EXPERIENCE:

Freelance AngularJS & Front End Development (9/2015–11/2015)

Successfully did some freelance work as an AngularJS Frontend Developer to build some quick prototypes for a few Clients using Bootstrap, HTML, CSS & 3rd party CSS libs, jQuery & jQuery plugins, AngularJS & The Ionic Framework (which uses angular for mobile app development), and JavaScript.

- <http://nakedwinetest.juliusalvarado.info/>
- <http://nakedwinetest.azurewebsites.net/>
- <https://ninjaposts.firebaseio.com/>

Angular.JS Frontend Developer

<https://juliusproto.firebaseio.com> - Tracy, CA (8/2015–10/2015)

Successfully worked as an Angular.JS Frontend Developer to build an angular single page application, designing the prototype and wireframe in Adobe Illustrator then coding those design specifications and deploying it to a webserver. I was responsible for the entire design and development of the application using the Angular.JS framework, other web technologies, and a Firebase Database to consume data from.

- As a 1-person team I designed the User Experience of the application, the menu system, the chat system, the graphics and art, the UI design, the data, the user authentication, and writing the CSS/HTML & JavaScript to implement the application.
- Used creative approaches when conceiving an application to build by developing the beginning of an application that would store data from user input, a rating system, and a collaborative environment where gamers could rate the games they played from publishers using a data driven system.
- Found opportunities to go above&beyond by using emerging technologies such as CSS Transforms, Transitions, and Animations, Scalable Vector Graphics (SVG), custom html elements, and a NoSQL schema less database.
- Technologies used include Ajax, Firebase Database query methods, Adobe Illustrator, illustrator plugins, CSS animations, angular.js 3rd party libraries, jQuery, front-end routing, client-side only authentication, JetBrains WebStorm IDE, and The Angular.JS framework. I also used Git for source code management and regularly pushed the local repository to my GitHub.com account.

Founder & Full Stack JavaScript Developer

Sci Interactive Technologies LLC - <http://sci-interactive.com>

Attempted to build a Startup company using the MEAN stack.

- * Wrote the backend Express.JS/Node.JS code
- * Wrote the Mongoose MongoDB Schema's and RESTful endpoints and connected data to the view using the swig view engine & Angular.JS
- * Used a terminal window for all the NPM & Bower commands
- * Designed the UI/UX using Adobe Illustrator and created image assets using flat design principles.

- * Created a lot of 3D art assets & animations.
- * Implemented Solutions using WebGL technology
- * Utilized the Grunt build task software to assist in development.
- * I used jQuery in custom angular directives `angular.element().jqMethod` inside of the link property function.
- * The frontend of the app was 100% Angular.JS code and CSS/HTML.
- * I was only able to build a partial amount of the software application.

UI/UX Developer

<http://juliusalvarado.info> - Tracy, CA (06/2015–09/2015)

Successfully built my portfolio site designing the mockup and prototype in Adobe Illustrator and writing the necessary HTML, CSS, and JavaScript to implement these designs. And after creating the site deployed via FTP to a PHP webserver and effectively managed a custom domain name system (DNS) for the site.

- * Conceived and designed the site in Adobe Illustrator.
- * Used The Adobe Creative suite of software to create animated .gif assets
- * Effectively implemented various 3rd party jQuery plugins.
- * Effectively implemented various 3rd party CSS libraries
- * Hand coded over 700 lines of custom style rules using CSS3 Technology and the Stylus Pre-processor.
- * Hand coded custom JavaScript code using the jQuery library.
- * The project consisted of researching the plethora of jQuery plugins and CSS libraries, learning how to use them, studying various UI/UX design trends, then implementing them along with my own custom designs all while maintaining responsive design.
- * Tested, designed, and re-implemented as needed functional specifications for the aesthetics and code of my site for mobile devices, tablets, and various browsers.
- * The integrated development environment technology used was JetBrains WebStorm.

Web Developer

<http://julius.azurewebsites.net> - San Jose, CA (01/15 – 03/15)

Successfully built a site using ASP.NET(C#) technology and standard web technologies.

- * Using the Bootstrap CSS library, I customized various Bootstrap Source Code LESS files along with writing custom LESS files (& combining them w/“@import ‘lesscode.less’”) for desired CSS style rules.
- * Built the site using The Microsoft WebMatrix 3.0 Integrated Development Environment and the server side razor C# view engine.
- * Coded the structure of the site using HTML5 Technology.
- * Effectively used CSS transform and transition technology

- * Made image assets using 3D modeling software and The Adobe Creative suite of software.
- * Queried the SQLite database (built into the WebMatrix ide) using LINQ and the SELECT * SQL statement.
- * Created videos using various video editing software for multimedia content.
- * Designed and created assets in Adobe Illustrator and Photoshop.
- * Built a 3D Networked Multiplayer Game and embedded it into one of the pages for additional multimedia content.

Game Design Instructor

Teacher & Instructional Designer - Vision Tech Camps INC, Danville, CA (2014)

Successfully helped design curriculum and taught middle school students how to program and design games and robotics.

- * Used various software to program and design additional curriculum.
- * Drove to various schools in the South Bay and East Bay to teach students the curriculum.
- * Lead and managed classes of 15-30 students by myself.
- * Spent hours upon hours mastering the teacher's guide and subject matter that I taught on my own time.
- * Resolved issues and disagreements that would occur between students.

Web Page Coder

Extra curriculum side projects - SJSU & SJCC, San Jose, CA (early 2012- late 2014)

Successfully built static webpages just to embed games I was developing outside of my college coursework using HTML, CSS & JavaScript and a Game Engine.

- * Used JavaScript as a Scripting Language for the Game Engine initially, then migrated to C# & JavaScript coding, then finally started using purely C# programming for the Game Engine Scripting & Logic since object oriented classes & inheritance is critical to coding games.
- * Built sites using The Microsoft WebMatrix 2.0 Integrated Development Environment simply to embed the games I was making.
- * As I started Coding Games in the C# programming language more & JavaScript less, I started to use JavaScript in the browser more, just to see what it can do.
- * My primary resource for HTML & CSS was w3schools.com & The WebMatrix 2.0 documentation which taught basic website development (this is how I figured out how to embed my games) during these 2 years. All of this happened while I was going to San Jose State University, so my schoolwork was priority at this time.

HTML/HTML5	CSS/CSS3	LESS/Sass/Stylus
Angular.JS	Adobe Illustrator	Photoshop
3D Modeling	Animation	Git/GitHub
JavaScript	jQuery	AJAX
Unity Game Engine	Bootstrap	JetBrains WebStorm
Express/Node	Mongoose/MongoDB	ASP.Net(C#)

EDUCATION & TRAINING:

ASSOCIATE'S DEGREE PROGRAM – COMPUTER SCIENCE MAJOR

San Jose City College, San Jose, CA

BACHELORS'S DEGREE PROGRAM – SOFTWARE ENGINEERING MAJOR

San Jose State University, San Jose, CA

INDEPENDENT STUDIES & COURSEWORK – WEB APPLICATION TECHNOLOGIES

Microsoft developers network (MSDN) references, articles & example code.

Mozilla developers network (MDN) references, articles & example code.

AngularJS documentation, codeschool.com paths, teamtreehouse.com courses, Express.JS framework documentation, Microsoft Virtual Academy, Khan Academy, various blog posts from the internet.

Node.JS platform documentation, MongoDB university online courses, MongoDB manual, mongoosejs.com documentation, firebase.com documentation, lynda.com courses, bootstrap documentation, pluralsight.com courses.

Documentation of various jQuery plugins & CSS libraries, 3rd party Node.js module documentation, w3schools.com tutorials & references, tutstplus.com courses, GitHub.com guides & tutorials

Api.jQuery.com documentation, 3rd party angular.js libs documentation, codecademy.com, various eBooks.

Studying Source Code of Open Source Projects, etc.