

# JONATHAN PICAZO

SOFTWARE ENGINEER   📍 POMONA, 91768, UNITED STATES   📞 +1 (909) 784-8797

## ◦ DETAILS ◦

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## ◦ LINKS ◦

[jonathanpicao.com](https://jonathanpicao.com)

[github.com/jonathanpicao](https://github.com/jonathanpicao)

[linkedin.com/in/jonathan-picao](https://linkedin.com/in/jonathan-picao)

## ◦ HARD SKILLS ◦

JavaScript

Python

C++

NodeJS

HTML & CSS

React

GraphQL

SQL

Docker

Amazon AWS

Google Cloud

Adobe Photoshop

## ◦ SOFT SKILLS ◦

Self starter

Team player

Leader

Problem solver

Pay fine attention to detail

Fast and excited learner

## 👤 PROFILE

Software Engineer with both front and back-end experience who loves tinkering and breaking things. My objective is to learn new things to improve my skill set. Looking to hone my software design and programming skills to contribute to exciting projects. I aim to make a big impact for a team/organization.

## 📁 EMPLOYMENT HISTORY

### Web Developer at Suavecito Inc, Santa Ana

September 2021 — Present

- Worked as in intern for 4 months, now full time
- Helped launch our current theme on our main website
- Worked with Shopify's server-side language Liquid, added new pages and features to our and other clients' websites
- Used JavaScript for dynamic data based features
- Organized product categories and tags in product database by utilizing GraphQL
- Created promotional email templates using HTML tables

## 🎓 EDUCATION

### B.S. Computer Science, University of California, Riverside

September 2017 — June 2021

## ★ PERSONAL PROJECTS

### NBA Stats App, React Application

- Built a full stack web application with React front-end and Flask back-end
- Used React libraries such as React-router and react-plotly to display analytics
- Queried an NBA database from Kaggle
- This app was a search and analytics application which utilized the database to display some insightful statistics
- This project taught me the basics of React, Web Development, REST API, and server development

### LED Pong, Embedded Systems Game

- Recreated the classic game, Pong, on a breadboard with an ATmega 1284
- This game uses left and right buttons to control each paddle per player
- Built on C and used avr-GDB for debugging
- This project taught me the basics of transistors, bread boards, and low level programming

### Basketball Crawler, Information Retrieval

- Built a web crawler that indexes data from basketballreference.com
- Web crawler built with Python and BeautifulSoup
- Built an extension which is a full stack web application built with React and Flask
- Extension used to indexed crawled data using ElasticSearch

## ⚙️ COURSES

Data Structures & Algorithms, Discrete Structures, Software Construction, Cybersecurity, Software Engineering, Senior Project in Operating Systems

Algorithms for Bioinformatics, Database Management Systems, Computer Architecture, UNIX System Administration