JONATHAN PICAZO

SOFTWARE ENGINEER ⚲ POMONA, 91768, UNITED STATES ☎ +1 (909) 784-8797

○ DETAILS ○

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○ LINKS ○

jonathanpicazo.com

github.com/jonathanpicazo

linkedin.com/in/jonathan-picazo

○ HARD SKILLS ○

JavaScript

TypeScript

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.

💼 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 by creating new pages, customizing Shopify's Debut theme, and implementing new features
- Implemented features such as 'customers also bought', cookie-less customer accessibility settings, and refactored our customer orders page
- Used JavaScript for dynamic data based features, Liquid for server-side templating, and HTML/CSS for design and customization
- Organized product categories and tags in product database by utilizing GraphQL
- Created promotional email templates using HTML tables
- Created and launched cervezacito.com
- Worked to ensure webpages/features are a positive and hassle-free customer experience.

🎓 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 libaries 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 and REST API

LED Pong, Embedded Systems Game

- Recreated the classic game, Pong, on a breadboard with an ATmega 1284 with button controls for each player paddle
- 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 Beautiful Soup
- Built an extension which is a ful stack web application built with React and Flask
- Extension used to indexed crawled data using ElasticSearch

✦ COURSES

Data Structures & Algorithms, Software Construction, Cybersecurity, Algorithms for Bioinformatics, Database Management Systems, Computer Architecture