# **Joseph Alfonso**

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**VISIT LINKEDIN** 

**VISIT PORTFOLIO** 

## **Summary**

Skilled and passionate Software Engineer with over 6 years of experience and a strong track record in creating visually appealing and user-friendly interfaces for various platforms. Collaborated closely with UI/UX designers and back-end developers to transform designs into efficient code, optimize performance, and ensure seamless user experiences.

Contributed significantly to a food service design application, using .NET #C and Angular, delivering an intuitive user interface, and developing a mini-CAD drawing editor to enhance creative expression. Maintained multiple applications for a medical claims review system, streamlining operations and improving efficiency using HTML, CSS, and JavaScript.

Showcased creativity by designing captivating applications, utilizing Figma, Adobe XD, Photoshop, and Illustrator to create prototypes, wireframes, custom assets, and animations that elevate brand presence and captivate users.

# **Professional Experience**

**SOFTWARE ENGINEER** 

**STATUSQUOTE** 

ORLANDO, FL

**APRIL 2017 - CURRENT** 

- Developed responsive and interactive user interfaces for desktop, web, and mobile applications using HTML, CSS, Angular, Typescript, JavaScript, and .NET C#. Integrated captivating assets and CSS animations created with Photoshop/Illustrator to deliver delightful and dynamic experiences across devices.
- Collaborated closely with designers and developers to implement consistent and pixel-perfect visual designs throughout applications.
- Created pixel-perfect mockups, wireframes, and UX deliverables using Figma, Adobe XD, Photoshop, and Illustrator to support intuitive and user-friendly interface design.
- Crafted structured and reusable code following industry best practices and coding standards, optimizing performance and ensuring maintainability.
- Conducted thorough testing and debugging to resolve UI/UX issues, addressing cross-browser compatibility using browser developer tools.
- Integrated front-end components with back-end services, enabling functionalities like login pages and user data storage, streamlining user experience.
- Stayed updated with front-end technologies, seeking opportunities to enhance development practices and user experiences through innovative ideas.
- Engaged in code reviews, upholding code quality, and documented UI development guidelines and best practices for future reference.
- Utilized version control systems like GitHub for effective codebase management, change tracking, and seamless collaboration with team members, facilitating streamlined workflows and efficient code collaboration.

## **Education**

#### **BACHELOR OF COMPUTER SCIENCE**

#### **UNIVERSITY OF CENTRAL FLORIDA**

- Led and mentored a team of six in the design and implementation of a roommate matching service, utilizing React Native to craft a dynamic and captivating front-end interface. Successfully developed a user-friendly and intuitive platform, enhancing the experience for users seeking compatible roommates that incorporated real-time messaging using WebSocket technology.
  - Visit the application at www.roomfin.com and create an account for feature access.
  - Check out the GitHub page
- Developed a responsive React.js application utilizing the MERN stack, allowing users to store and
  retrieve their own personalized items through seamless API integration. Additionally, implemented
  a search feature that generates a list of third-party recipes that leveraged an existing API service.
  - Visit the application at <u>reciperummage.herokuapp.com</u> and access the features using the email <u>reciperummager@gmail.com</u> and password !Password
  - Check out the <u>GitHub page</u>

## **Skills**

- Application Development
- JavaScript and TypeScript
- .NET C#, Angular, React Native, and React.js
- Node.js, Express.js, API, and NPM
- HTML5, CSS3, and SASS
- Application Design (UI/UX)
- Responsive Design
- Code Collaboration
- GIT for Version Control
- Agile Methodologies and Jira
- Figma and Adobe XD
- Photoshop and Illustrator
- Documentation