JUAN PABLO ZAVALA

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EDUCATION

University of California, Irvine **Irvine, CA**
B.S. in Computer Science   GPA: 3.93 - **Cum Laude**
Relevant Coursework: Design and Analysis of Algorithms, Data Structure Implementation and Analysis, Project in Databases and Web Applications, Computer and Communication Networks, User Interaction Software
Honors: Dean's Honor List (Fall 2018 – Winter 2022)

Meta's Back-end Developer Professional Certificate November 2022 – Present

SKILLS AND TECHNOLOGIES

- Work experience with React, Next.js, JavaScript ES6, HTML5, CSS3, SCSS, Python, Java, MySQL, MongoDB. Familiar with Typescript, Angular, Vue.js, Node.js, Express.js, Go, C/C++, Dart, R, MIPS Assembly
- Git/GitHub source control, Linux/Unix, Postman, AWS EC2, Azure, GCP virtual machines
- Fluently speak, write, and read Spanish

WORK EXPERIENCE

ColorTokens, Inc. **San Jose, CA**
Software Developer in UI Development *May 2022 – October 2022*

- Integrated a mobile-first approach in a cloud security web application to increase sales opportunities, reimplementing over 10 web pages to follow accessibility guidelines
- Reduced load times by 23% by optimizing and maintaining React code, refactoring files, and migrating CSS files to SCSS
- Enabled additional key security data requested by 70% of customers to be displayed on the frontend, collaborating with 4 developers to launch over 10 new API endpoints
- Executed bug fixes and code reviews in JavaScript, React and Go to reduce bug incidence by 30% over 3 releases in a 6 month period

UCI's Office of Information Technology (OIT) **Irvine, CA**
Student QA Engineer Intern *May 2021 – March 2022*

- Completed the implementation of bug-free features for 7 academic web applications by performing manual testing, automated testing using Java and Selenium, and reporting bugs before release
- Maintained relationships with 10 web developers, product designers, and support staff in a Scrum team to accomplish QA testing endeavors
- Mentored 3 onboarding student QA engineers over 3 months by showing testing approaches and tools, resulting in the expansion of the QA team in the company

TECHNICAL PROJECTS

Fabflix – Movie Rental Web Application *September 2021 – December 2021*

- Implemented the front-end and back-end of an e-commerce web application that allows users to search movies, add them to a shopping cart, and buy movies from a catalog
- Programmed features including full-text search, autocomplete, authentication, and an Android app interface
- Launched the website on the cloud using AWS and GCP instances and scaled using data replication and server load balancing to handle thousands of requests per second
- Used Java, JavaScript, Tomcat, MySQL, HTML, CSS, and Apache HTTP Server

Touch Less Gallery *January 2021 – December 2021*

- Coded and launched a photographer's personal web portfolio to showcase their work online and create digital traffic
- Enabled users to navigate a photo gallery only using hand gestures shown in their webcam by researching a cutting-edge object detection neural network model
- Used Angular, Typescript, HTML, and SCSS

Search Engine System *September 2020 – December 2020*

- Led a group of 4 classmates to write a search engine from the ground up that is capable of handling tens of thousands of documents and web pages, under harsh operational constraints and having a query response under 300 milliseconds
- Created a program that builds an inverted index while keeping a small memory footprint and launched a web interface
- Improved search result quality by implementing near duplicate page detection with the Simhash algorithm
- Used Python, HTML, CSS, and Flask