

Antonio Ibarrola

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EDUCATION

University of California, Santa Cruz

Santa Cruz, CA

BS in Computer Engineering (GPA: 3.44)

Graduation Date: June 2022

- Relevant Coursework: Web Applications, Data Structures and Algorithms, Principles of Computer Systems Design, Computer Architecture, Computer Networking

EXPERIENCE

UC Santa Cruz Alumni Council

Santa Cruz, CA

Web Developer, UI Designer

January 2022 - June 2022

- Concepted, designed, and programmed a SaaS-based application for students, faculty, and alumni that aimed to foster an active college community by allowing users to create, search, and join volunteering opportunities
- Spearheaded a team of 5 members in the designing and prototyping of 20+ web pages and high fidelity UI
- Partnered with back-end developers to integrate back-end functionality and database to front-end design and interface, to optimize website responsiveness, and to develop features and changes
- Presented UI mockups and wireframes to clientele and faculty, and conducted user research through surveys and focus groups

McDonald's

Los Angeles, CA

Crew Member

August 2018 – October 2021

- Communicated clearly and positively with crew members of 5-10 and management during high-volume, fast-paced operations
- Established loyal clientele by providing accurate, speedy, courteous, and consistent service to customers

Jade

Santa Cruz, CA

UI Designer

November 2020 - December 2020

- Designed a SaaS-based application that provided users a platform for easily managing groups
- Overhauled and redesigned multiple web pages and several main features for a more cohesive brand/website recognition and a more intuitive user interface

PROJECTS

3D-Graphics Web Application

React • JavaScript • CSS • HTML

Fall 2021

- Developed and designed a browser-based computer-aided design (CAD) software for showcasing and manipulating 3D graphics, which include primitives, lights, and shadows
- Coordinated a team of 6 members as Scrum Master by facilitating Scrum principles, organizing team meetings, and maintaining thorough documentation
- Designed and implemented UI components, which include toolbar, navigation bar, and outliner windows

Facebook Marketplace Clone

React • Material Design • PostgreSQL • Express • Node

Fall 2021

- Collaborated in a team of 3 members to design and develop a Facebook Marketplace-inspired web application that follows the OpenAPI Specification to produce a RESTful web service
- Utilized the PERN stack to implement features such as user authentication, responsive UI, filters and categories, search functionality, and the ability to view and post product listings within a web application

Multi-Level Network Simulation

Python

Spring 2020

- Simulated a multi-level company network structure by employing subnets and building a simple firewall to facilitate data traffic across the network
- Utilized Mininet Python API and Wireshark to observe network traffic across a virtualized network topology

TECHNICAL SKILLS

Programming: React | JavaScript | CSS | HTML | Python | C | PostgreSQL

Tools: GitHub | VSCode | Figma | Trello