

Paolo Pedrigal

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EXPERIENCE

Full Stack Engineer Intern

March 2023 – June 2023

Tayo.One (Start-up)

San Francisco, CA

- Collaborated with a start-up engineering team, connecting Filipino-American organizations, businesses, and individuals.
- Optimized web application page load time performance by 20% using TypeScript, React, and Next.js, in development of company MVP social platform.
- Communicated effectively to end users for feedback upon early stage product development to better understand user needs and to gain data-driven decision-making.
- Developed APIs with Python's FastAPI to handle OAuth2 authentication and manage PostgreSQL database transactions.
- Managed cloud infrastructure on AWS (EC2, VPC, RDS, SSM) for deployment and relational database management.
- Containerized web application with Docker to ensure a consistent environment across development, testing, and production.

Product/Test Engineering Intern

June 2022 – August 2022

Skyworks Solutions, Inc.

Irvine, CA

- Implemented Python scripts that extracted key information from raw semiconductor data, contributing to an ETL pipeline.
- Supported product and test engineers by troubleshooting data issues, optimizing analysis workflows, and enhancing data visualization dashboards to streamline insights for semiconductor testing.
- Reported 3 production errors found at the front-end UI of my team's data analytics software.
- Updated code documentation alongside development to meet current standards and practices of my team's code base.
- Effectively communicated with fellow product and test engineers through daily stand-up meetings.

Front End Developer Intern

June 2021 – August 2021

MLiora, LLC (Start-up)

San José, CA (Remote)

- Refactored 10+ React components to further modularize existing code base, improving code reusability and reducing development time by 15%, as measured by project deadlines.
- Leveraged Git version control for a cross-functional team in building a prototype website for patients with leg length discrepancy.
- Utilized Sass for CSS preprocessing, simplifying the management and updating of styles, which improved my team's developer experience.
- Executed JavaScript unit tests with Jest to validate functionality and maintain code reliability alongside development.

Data Science Fellow

June 2021 – August 2021

University of California, Santa Barbara

Santa Barbara, CA (Remote)

- Conducted data analysis using Python's NumPy and pandas libraries on a dataset of 295,938 environmental records, deriving key insights on multiple bee populations and plant species.
- Developed linear regression models to identify plausible correlations between bee populations and plant species based on different interaction behaviors.
- Trained and tested a K-Nearest Neighbors machine learning model to classify plant interactions by bee family, achieving 95.6% accuracy.
- Presented findings of research utilizing heat maps, line graphs, and geospatial plot to technical and non-technical audiences.

Data Science Mentee

April 2021 – June 2021

Stanford Biomedical Data Science Program

Palo Alto, CA

- Reinforced data science techniques by experimenting with real-world datasets in Kaggle, utilizing pandas, NumPy, and Matplotlib libraries in Python and Jupyter Notebook.
- Gained theoretical knowledge in data science, such as machine learning and statistics, through 1:1 meetings with my mentor and learning alongside fellow mentees.
- Shadowed my mentor in their PhD research and studies in medical genetics.

RELEVANT PROJECTS

Full Stack Workout Logger (<https://www.gitfit.me>) | *React, Next.js, TypeScript, Tailwind, Python, FastAPI, Postgres, Docker, AWS*

- Created a website for programmers that exercise to track workout sessions in a shell-based UI.
- Built authentication using NextAuth.js, OAuth, reCAPTCHA, and custom JWT strategies to enhance user privacy.
- Developed RESTful API routes with Python's FastAPI for type validation, automatic documentation, and fast performance.
- Utilized AWS VPC for secure deployment of backend server in a private subnet with a reverse proxy (Nginx) at a bastion host.

Social Media Cards Mobile App ([GitHub Source Code](#)) | *React Native, Expo, TypeScript, Redux, PostgreSQL, Supabase, Figma*

- Built a cross-platform mobile application that converts social messaging to UI playing cards.
- Configured user authentication, database management, and storage with Supabase.
- Forked and modified an open source npm package for the card animations to speed development and improve the existing UI.
- Leveraged Expo's ecosystem, utilizing features like Camera, Image Picker, and Media Library to deliver seamless user interactions.

EDUCATION

University of California, Irvine

Bachelor of Science, Computer Science

Irvine, CA

June 2023

TECHNICAL SKILLS

Programming Languages: TypeScript, Python, C/C++, Java, SQL, HTML/CSS

Libraries/Frameworks: React Native (Expo), React, Next.js, pandas, NumPy, Matplotlib, sci-kit learn, NLTK

Backend/Databases: PostgreSQL, FastAPI, Node.js, Express.js, AWS, Firebase, Supabase

Tools/Testing: Git, Docker, Jupyter Notebook, Postman, Jest, Figma, Jira

Environments: Linux Ubuntu, WSL/WSL2