

Paolo Pedrigal

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EDUCATION

University of California, Irvine

Bachelor of Science, Computer Science

Irvine, CA

June 2023

EXPERIENCE

Software Engineer

September 2022 – January 2024

Tayo.One (Start-up)

San Francisco, CA

- Achieved approximately 20% improvement in web application page load times, utilizing **TypeScript** and **React** (Next.js 13), in development of company MVP.
- Refactored existing code into **reusable components**, leading to faster feature development by 10%, measured by project timelines.
- Leveraged Docker containers to create a consistent and scalable development environment.
- Utilized **AWS EC2** for web deployment and hosting.

Product/Test Engineering Intern

June 2022 – August 2022

Skyworks Solutions, Inc.

Irvine, CA

- Implemented **Python** scripts that extracted semiconductor data from raw data to improve the efficiency of data analysis.
- Updated **code documentation** to meet the current version of my team's software.
- Reported 3 bugs found at the front end user interface of my team's data analytics system in TIBCO Spotfire.
- Communicated with fellow engineers through daily stand-up meetings.

Front End Developer Intern

June 2021 – August 2021

MLiora, LLC (Start-up)

San José, CA (Remote)

- **Contributed to a multi-person code base** in developing the company's prototype website.
- Coded 10+ React JS components for code reusability to streamline development time by 15%.
- Implemented basic CSS Bootstrap styling to existing webpages.
- Collaborated in a **fast-paced environment**, gaining teamwork and communicative skills.

Data Science Fellow

June 2021 – August 2021

University of California, Santa Barbara

Santa Barbara, CA (Remote)

- Performed data analysis with Python's NumPy and pandas libraries on 295,938 entries of biological data pertaining to bee species and plant species.
- Trained and tested a machine learning KNeighbors classifier model to identify bee-plant interactions by bee family.
- **Effectively communicated findings of research to technical and non-technical audiences.**

PERSONAL PROJECTS

Social Media Mobile App | *React Native, Expo, TypeScript, Redux, PostgreSQL (Supabase), Figma*

- Designed and coded from scratch a cross-platform mobile app that sends users one question per day.
- **Forked and modified an open source npm module** to satisfy app requirements.

Wordle Customizer Full Stack Website | *React, JavaScript, HTML/CSS, Express, Node.js, PostgreSQL, AWS, Nginx*

- **Published a full-stack website** that allows users to create their own version of Wordle (*The NY Times*). Users will then be able to share their custom game with friends through a private link.

Interactive Neighborhood Map | *JavaScript, HTML/CSS, SVG, Python*

- Built an interactive map of neighborhoods in North San José, California for a local government election race **used by 850+ residing citizens**.
- Obtained raw geographic coordinates through Google My Maps and rescaled coordinates in Python.

TECHNICAL SKILLS

Open Source Languages: JavaScript/TypeScript, Python, C/C++, Java, SQL, HTML/CSS

Libraries/Frameworks: React, React Native, Next.js 13, NumPy, pandas, Matplotlib, scikit-learn, NLTK

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

Tools: Git, Docker, Postman, Jupyter Notebook, Visual Studio Code, Figma, Jira