

Paolo Pedrigal

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EDUCATION

University of California, Irvine

Irvine, CA

Bachelor of Science, Computer Science

EXPERIENCE

Software Engineer

September 2022 – January 2024

Tayo.One (Start-up)

San Francisco, CA

- Optimized web application page load time performance by 20% using **TypeScript** and **React** (Next.js App Router), in the development of the company MVP.
- Refactored existing code into **high-quality reusable components**, leading to a 10% faster feature development, measured by project timelines.
- Reduced deployment time by 30% using Docker for application containerization, ensuring a consistent environment across testing, development, and prototype production stages.

Product/Test Engineering Intern

June 2022 – August 2022

Skyworks Solutions, Inc.

Irvine, CA

- Implemented **Python** scripts that extracted semiconductor information from raw data, contributing to an ETL pipeline.
- Debugged and reported multiple errors** found in the front-end UI of my team's data analytics system.
- Conducted **code reviews** alongside development to enforce best standards/practices upon my team's codebase.
- 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)

- Coded 10+ React components** for code reusability to streamline development time by 15%.
- Maintained version control** using **Git** while building the company's prototype website.
- Implemented CSS preprocessor styling (Sass) to web pages.
- Performed **unit testing**, utilizing the **Jest** testing framework.

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.**

RELEVANT PROJECTS

Full Stack Game 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 can then be able to share their custom game with friends through a private link.
- Implemented **REST API routes** on an Express server, interacting with a **PostgreSQL** database.
- Deployed the website on an Ubuntu server in an AWS EC2 instance, configured with Nginx.

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

- Built from scratch a **React Native** app that converts social messaging to UI playing cards.
- Configured **user authentication, row-level data security, and database management** with Supabase.
- Forked and **modified an open-source npm module** to satisfy app requirements.
- Utilized Redux Toolkit for client state management.

TECHNICAL SKILLS

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

Libraries/Frameworks: React Native, Expo, React, Next.js (App Router), Redux

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

Tools/Testing: Git, Docker, Postman, Jest, Cypress, Figma, Jira