Patrick Alvarez

(305) 965 - 4181 | patrick.g.alvarez@gmail.com
https://www.linkedin.com/in/patrick-g-alvarez/

Summary

After five years in the fine dining world, I made the switch to software engineering in January 2022. This change was driven by my passion for problem solving and the desire to create something meaningful. My background in theatre and hospitality gives me a unique advantage in forging connections with new people and delivering unparalleled customer service, and during my time at General Assembly I sharpened my skills in HTML, CSS, JavaScript, and Python.

Skills

- Languages & Frameworks: JavaScript, Node, Express, HTML, CSS, Bootstrap, Mongoose, React, Python, Django
- Management & Deployment: Git, GitHub, Command Line
- Databases: SQL | PostgreSQL | MongoDB
- Methodologies: Object Oriented Programming | MVC Pattern | Test-Driven Development | Responsive Design | Authentication | User Stories | ERDs | Wireframing

Experience

General Assembly   Feb 2022 – May 2022
Software Engineering Immersive Student   Remote

- 12-week, 400+ hour training program focused in Git/Github, HTML, CSS, JavaScript, Node, MongoDB, SQL, Python, etc.
- Project 1:
  - Created a side-scrolling videogame using HTML, CSS, and JavaScript in which a player avoids obstacles and collects power ups to reach their friend's house.
- Project 2:
  - Built a full-stack application using Node.js, JavaScript, Mongoose, Express, Liquid, CSS, and Bootstrap that serves as a companion to Dungeons and Dragons 5th edition. The app allows users to create, view, and update characters, add a list of spells pulled from a third-party API to the characters, and create their own custom spells.
- Project 3:
  - Collaborated with a team to build a full-stack application with its own API utilizing Mongoose, Node.js, Express, JavaScript, React, mapbox, CSS, and Bootstrap. The app allows users to log outdoor recreational activities called "adventures", view other user's adventures including a map of the adventure area and the current weather and temperature, as well as comment on other user's adventures.
- Project 4:
  - Built a full-stack application with its own API utilizing Mongoose, Express, React, Node.js, CSS, Bootstrap, the Google Maps API, Google Places API, and the Google Geocoder API. The app allows bars and restaurants to log happy hours with information about deals, location, hours, and tags. Guests can then search for happy hours by location or by tag, view their information along with a map to the location and user reviews, and add/remove happy hours to a favorites list that they can then access.

Kumiko   May 2020 – Nov 2021

Patrick Alvarez | (305) 965-4181| patrick.g.alvarez@gmail.com

Lead Bartender   Chicago, IL
- Executed high level cocktail service.
- Assisted in the development of drinks and curation of wine, sake, and spirits.
- Fine-tuned customer service and time-management skills.
- Developed and taught virtual cocktail classes.
- **Awards received during my tenure**: Food and Wine Best New Restaurant, Time Magazine World's Greatest Places 2019, World's 50 Best Bars (82), Jean Banchet Best Bar 2020

Kikko   May 2019 – Mar 2020
Lead Bartender   Chicago, IL
- Developed the service style for a high-end tasting menu as the opening bartender
- Executed multiple beverage pairings and assisted in the creation of said pairings.
- Educated guests about sake, spirit, and wine production as well as cocktail history.
- Learned how to work independently with minimal direction from management.
- **Awards received during my tenure**: One Michelin Star

Education

General Assembly   Feb 2022 – May 2022
Software Engineering Immersive Student   Remote

Florida State University   Aug 2012 – Apr 2016
BA Economics, Theatre   Tallahassee, FL