Azriel D. Alvarado

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EDUCATION

University of Illinois at Urbana-Champaign - May 2020 - Bachelor of Science in Computer Science
GPA: 3.74/4.00

Oakton Community College - Fall 2017 - Associate in Arts
GPA: 4.00/4.00

EXPERIENCE

Software Engineer, Callibrity, Remote (*March 2022 - present*)

Client: Fortune 500 Bank

- Developed features for a large-scale Android banking application, contributing to a modular architecture with a core app consuming ~20 independently managed repositories.
- Led a squad as **Team Lead**, overseeing governance processes, interfacing with stakeholders, and ensuring smooth release cycles.
- Designed and implemented an **Android library for handling preconditions**, allowing users to resolve actions like MFA prompts and wire transfer approvals, requiring expertise in **networking, Kotlin Flows, and multi-threading**.
- Defined a **domain layer** for the app, aligning with Google's best practices, and used it to refactor the authentication module**.** Used a **proxy pattern** to facilitate migration to the refactored module.
- Built a **persistence module** with abstract APIs backed by **Room**.
- Developed a **home screen widget** that enabled users to view account balances without logging in.
- Participated in **architecture discussions** for services owned by the squad, influencing backend and frontend integration strategies.

Mobile Software Engineer, FulcrumGT, Chicago (*July 2020 - March 2022*)

- Led the implementation of major features and refactors for mobile applications on both Android and iOS.
- Managed continuous integration servers for multiple projects using Jenkins and XCode Server.
- Improved feature parity between mobile and web applications by leveraging multi-platform knowledge.
- Strengthened architecture by applying SOLID design principles and other design patterns to maintain productivity as app complexity grew.
- Overhauled testing procedures and infrastructure to improve test effectiveness and eliminate flakiness.

Software Engineer Intern, FulcrumGT, Chicago (*Jan 2020 - July 2020*)
- Built an Extract-Transform-Load tool to facilitate loading new client data into instances of our products. Built with Electron & React.

Front-end Developer Intern, Banco General, Panama (*Summer 2019*)
- Developed and maintained features for a hybrid mobile banking app built with Ionic.
- Performed bug fixes prior to major releases.
- Tested components using Jasmine to ensure code quality and robustness.

PERSONAL PROJECTS

- See my personal portfolio for more information: https://azrl.dev

LEADERSHIP AND ACTIVITIES

Guest speaker | Discovery Partners Institute

- Gave two talks for DPI's Digital Scholars program, sharing industry knowledge with aspiring computer science

students in high school across the Chicago area.

Guest speaker | 78 Chicago

- Represented the U of I City Scholars program in an event for the 78th neighborhood of Chicago. Gave a speech alongside mayor lightfoot and governor J.B pritzker, among others.

Reflections | Projections: Mechmania 2018
- Collaborated in the design, implementation and testing of a game engine in C++ for a game where teams program bots to fight against each other.
- Built the C++ API which was used by various teams to interact with the game engine.
- Provided technical assistance and helped teams with debugging during the event.