

Ivan-Guillermo Baquerizo Friedman

Software Engineer • Mathematician • EMT/Phlebotomist
Berkeley, CA

> EXPERIENCE

Front End Software Engineer

Cisco Systems (through Experis), Milpitas, CA (2015 - Present)

Updated, corrected, and refactored JavaScript and Java code for the Cisco.com frameworks. Spearheaded the refactoring and implementation of Asynchronous Module Definition for various components. Coordinated suite of integration tests for numerous frontend features. Devised, documented and maintained library to interface with Adobe Marketing software to optimize both content personalization and user experience across Cisco websites. Coordinated and oversaw regular Gitflow, branch health, merging, and code conflict resolution for the UX teams in an Agile environment. Took over configuration and maintenance of Linux servers used by the UX teams.

After-School Youth Coding Teacher

École Bilingue, Berkeley, CA (2016 - Present)

Developed and implemented curriculum for fifth graders to learn JavaScript and Ruby, including covering basic data-types, loops, and basic algorithms.

ED Tech - Highland Hospital, Oakland, CA (2014 - 2015)

Served as Emergency Department Technician at Highland General Hospital. Responsibilities included phlebotomy, patient assessment, wound-care, EKG administration, and documentation.

> SKILLS

Ruby, Rails, Javascript, jQuery, AJAX, Backbone.js, HTML, CSS, SQL, TDD, OOP, git, Python, R, Bootstrap, Adobe Experience Manager, Adobe Marketing Cloud, Node, ReactJS, Linux Servers.
Fluent in English, French and Spanish.

> PROJECTS

Fridgeslam (Ruby, Rails, Backbone.js)

www.fridgeslam.xyz | github.com/ifriedman08/aa-fridgeslam

Make and post poems, solo or with friends, one word at a time.

Features include customized BCrypt authentication, custom index queries allowing for fast sorting of Slam model instances, AJAX-powered search bar allowing users to find each other in order to make turn-based GroupSlams.

Dashteroids (Javascript, HTML5)

ivanfriedman.co/Dashteroids | github.com/ifriedman08/Dashteroids

Asteroids-inspired game made with HTML5 Canvas.

Sprite-based browser game, avoid the asteroids or shoot them to earn points. Pick up health-packs to replenish your shields.

Features include intuitive W-A-S-D controls and dynamic animations, prototypical inheritance of various game objects.

RubyChess (Ruby)

github.com/ifriedman08/RubyChess

The classic game, written in Ruby, terminal GUI.

Features include save/load functionality, piece-by-piece move highlighting, deeply nested class inheritance structure, key-sensitive cursor input, and human vs. human, human vs. AI, or AI vs. AI modes.

Uncharted Worlds Character Builder (ReactJS, Bootstrap 4)

ivanfriedman.co/uw-character-builder | github.com/ifriedman08/uw-character-builder

ReactJS based wizard to guide players through character creation for a table-top RPG.

Basic guide to creating a player for space-opera table-top RPG "Uncharted Worlds". A personal project to showcase ReactJS skills: conditional authoring, granular component structure, intuitive user-friendly UI design. Development still in-progress.

> EDUCATION

Software Engineering - App Academy - San Francisco, CA (Summer 2015)

Immersive software development course with focus on web development, agile methodologies, code quality and understanding of design patterns, as well as algorithms, data-structures, HTTP, and databases.

Post-Bac Certificate - UC Berkeley Extension - Berkeley, CA (2014)

Certificate in upper-level medical sciences. Courses included Biostatistics, Genomic Medicine, Epidemiology, and US Health Policy.

Undergraduate Studies - Cornell University - Ithaca, NY (2012)

BA in Mathematics, Pre-Med, Dean's List (2010).

Courses included Advanced Calculus, Differential Geometry, Analysis, and Group Theory as well as Physics for Engineers, General and Organic Chemistry, Cell Biology and Anatomy.

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