Alejandra Y. Villanueva

Full Stack Engineer

Dobbs Ferry, NY 10522
(914) 263 – 9117
alejyvilla@gmail.com

linkedin.com/in/alejvillanueva | github.com/alejvillanueva

Skills

Proficient: JavaScript, React, React Native, Redux, Node, PostgreSQL, Git, Socket.IO
Knowledgeable: Go, MySQL, GraphQL, Python, Jest, Unity, GameMaker Studio 2.0
Familiar: XCode, C++, C#

Experience

Full Stack Engineer II, **Blueprint NYC,** Manhattan, NY — Oct 2021 – Mar 2024

- Spearheaded the design and rollout of a notification system for Blueprint user profile and social feed interactions, including backend architecture in Go and MySQL, producing a frontend MVP in React for teammates to build upon, and implementation on client apps
- Owned, developed and managed applications such as responsive pages and data visualizations with thousands of concurrent users for multinational clients such as Pfizer and AstraZeneca
- Refactored significant portions of Blueprint's admin site, web app, and mobile app to integrate websockets, which enabled live updates and streamlined backend functionality
- Updated backend systems in Javascript and Go to integrate security-enhancing API across plugins used on Blueprint app
- Led an effort to build out functionality throughout internal tech stack that enabled changes on Blueprint admin app to be visible instantaneously on mobile app, vastly improving upon previous process which involved 5 separate actions

Digital Leadership and Learning Trainer, **Global Kids,** Manhattan, NY — Sept 2019 – Aug 2021

- Lead designer and facilitator for curriculum centered around women's issues and digital skills
- Managed a range of student projects and programs across 5 different high schools
- Supported facilitation and curriculum development about global issues for high school programs

Digital Media Engineering Intern, **Sesame Workshop,** New York, NY — June 2019 – Aug 2018

- Designed and programmed a brick breaker game for their 50th anniversary celebration
- Improved and created new documentation of current processes and statuses across projects
- Tested digital products including websites, games, and apps using JIRA for issue tracking

Education

New York University, Tandon School of Engineering, Brooklyn, NY
Bachelor of Science in Integrated Digital Media, May 2019
Minor in Game Engineering
Honors: *magna cum laude*

Fullstack Academy, New York, NY
Certificate in Software Engineering, July 2021