

Steffano Vidal-Espinoza

Software Engineer

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SKILLS: Python, Flask, React, Redux, JavaScript, Express, HTML, CSS, Node-js, github, PostgreSQL, Sequelize, SQLAlchemy, AWS, Docker

PROJECTS:

PuppiGram *JavaScript / React / Redux / Python / Flask / PostgreSQL / SQLAlchemy / AWS / HTML / CSS* [live](#) | [github](#)

Cloned a desktop version of the popular mobile app Instagram solely for sharing dog photos with other users.

- Utilized AWS S3 to implement user image uploads for creating a new post, and editing an existing post.
- Developed a smooth drag & drop feature with React's event listeners, for users to quickly select an image to upload.
- Nested redux store state for comments, to reduce loading time for a single post with its comments. Implemented npm library Lodash to deep copy the nested store state.

SpudHub *JavaScript / ReactJS / Redux / Python / Flask / HTML / CSS / PostgreSQL / SQLAlchemy* [live](#) | [github](#)

Cloned a mixture of etsy and instacart website for farmers to sell their produces like an online farmer's market

- Designed a show/hide sidebar to view current items on the shopping cart. Allowing users to edit the quantity, purchase, or remove an item.
- Implemented local storage cookie to contain a user's shopping cart items. Cookies are mutated as users add, subtract, or remove items from their cart.

Postbrb *Pug / Express / HTML / CSS / Sequelize / PostgreSQL* [live](#) | [github](#)

Medium clone. Users can create and post articles (stories), and comment their thoughts on other stories.

- Formed AJAX calls by utilizing fetch API along with DOM manipulation, to load, create, and delete comments without reloading the page.
- Dried pug code by creating one pug file extending other pug files.

EXPERIENCE:

Mechanical Designer

Sust Manufacturing

Jan 2019 - Feb 2020

- Designed, fabricated, assembled, and tested machines in house before shipping to buyers.
- Drove to sites to oversee installation procedures and operation of our machines.
- Handled outsourcing jobs for parts when needed for customers to meet their requirements and deadlines.

2D/3D Drafter

Gladding McBean

Jul 2018 - Jan 2019

- Created hand sketched face profiles of numerous structure building parts, to recreate in 3D.
- Printed the sketches to compare and verify they match the part before handing the drawings to the production team.
- Collaborated with surveyors at job sites to gather all the measurements needed for the job.

Engineering Intern

City of Manteca, Public Works

Jan 2017 - Jul 2017

- Assisted engineers in meeting their deadlines by drafting the plan-and-profile drawings.
- Operated surveying equipment on the streets to bring the city's master plans and drawings up to date.
- Trained new interns to operate AutoCad, and to submit project proposals.

EDUCATION:

University of the Pacific - BS Mechanical Engineering, 2014-2018

AppAcademy - 2021 - Coding school I attended to develop and sharpen my skills as a software engineer.

VOLUNTEER:

Western Farm Workers Association - Organized holiday events for low-income farm working families.