

Alfredo Perry

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EDUCATION

Master of Science (M.S.), Software Engineering

Expected Dec 2027

San Jose State University, San Jose, California

Relevant course work: Data Mining, Software Engineering Systems, Enterprise Software Engineering Platforms

Bachelor of Science (B.S.), Computer Science Engineering

Jun 2023

Santa Clara University, Santa Clara, California

TECHNICAL SKILLS

Programming Languages: Python | Swift | Swift UI | Java | HTML | CSS | Javascript

Frameworks/Development: Django | PostgreSQL | RESTful API Design | GIT | Docker | AWS | GCP

EXPERIENCE

Full Stack Developer, recruitalfredo.com, South San Francisco, CA

Feb 2025 - Apr 2025

- Constructed and shipped a full-stack real-time messaging platform that connects recruiters on a Django web app to candidates on a native iOS client, spanning backend APIs, database design, authentication, and mobile UI.
- Designed a no-password authentication flow using email-based one-time passcode and JWT session tokens, eliminating stored passwords while keeping recruiter onboarding to a single step.
- Developed REST and WebSocket APIs with Django and Channels backed by PostgreSQL, enabling low-latency bidirectional messaging and persistent chat history across web and mobile clients.
- Built a native SwiftUI iOS app with real-time WebSocket messaging, auto-scrolling conversation views, and live message delivery, iterating on stability and UX based on usage feedback.

iOS Developer, PlaySudoku.io, South San Francisco, CA

Oct 2024 - Jan 2025

- Built and published PlaySudoku.io, an iOS app in Swift and SwiftUI - featuring asynchronous puzzle generation for easy, medium, and hard puzzles
- Achieved 50+ downloads and 1.4k App Store impressions, reaching users internationally
- Implemented customizable features including board colors, timed challenge mode and win/lose screens
- Navigated Apple's review process, publishing to the App Store and delivering updates for older iOS compatibility and bug fixes

COURSE PROJECTS

Event Hub, Enterprise Software Engineering Platforms

Jan 2026 - May 2026

- Led team early on, teaching Django basics, and API design through Django's framework.
- Implemented user registration and authentication features along with event creation, deletion, retrieval, and registration functionality.
- Deployed and managed services on Google Cloud Platform and set up GitHub workflows for CI/CD automation.
- Collaborated in an Agile/Scrum development environment using sprint planning, stand-ups, and burndown charts to track project progress and deliverables.

Wine Quality Predictor, Data Mining

Apr 2026 - May 2026

- Built an end-to-end ML pipeline in Python to predict wine quality from 11 physicochemical features across a 6,497-sample UCI dataset, including deduplication, IQR outlier detection, standard scaler standardization, and a stratified 80/20 train/test split.
- Trained and benchmarked 8 classification and regression models (Logistic Regression, Decision Tree, Random Forest, SVM, Ridge, Gradient Boosting), achieving 80.2% accuracy and 0.81 weighted ROC-AUC with Random Forest classification and RMSE 0.70 on regression.
- Deployed an interactive Streamlit web app that returns a predicted quality score, category, and class-confidence chart from user-entered wine chemistry in real time.

ACHIEVEMENTS

- Anova Hacks Berkeley, Honorable Mention (2019)

- Anova Hacks Berkeley, Winner (2018)

CERTIFICATIONS

Vanderbilt University - Prompt Engineering for ChatGPT
San Jose State University - Leadership & Career Certificate

Feb 2025
May 2026