

# Xavier Alvarez

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## Experience

### Fullstack Developer – NeuroNexum (Startup) (Jan 2024 – Present)

- Developed **web + Android platforms** using **React.js, React Native, TypeScript, and AWS**, emphasizing scalable architecture.
- Integrated cross-platform interfaces (Godot + Native), improving performance across systems.
- Delivered intuitive UI/UX, balancing functionality and accessibility for diverse users.

### Contracted Fullstack Developer – Stealth Startup (Jul 2024 – Mar 2025)

- Built automated data pipelines: scraped company info, stored it in PostgreSQL, and deployed an SMS-response system.
- Designed backend services with **Node.js** and orchestrated workflows using **n8n**, ensuring fault-tolerant integration.
- Engineered frontend in **Next.js/TypeScript**, optimized for maintainability and responsiveness.
- Deployed full-stack on **Render**, adapting solutions to client-specific constraints.

### Teacher Assistant, University of Nevada, Las Vegas (May 2019 - May 2023)

- Tutored students in understanding a variety of Assembly language concepts via one-on-one sessions whenever requested
- Managed over 50 students' grades on a weekly basis
- Reported weekly to the professor on any concerns or updates regarding the class
- Lead a group of 3 other Teacher Assistants toward completing a variety of group goals

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## Projects

### [Advanced Data Key Red-Black Tree \(C++\) \(2019\)](#)

- Implemented a high-performance **red-black tree** supporting logarithmic-time insertion and priority-based deletion.
- Wrote **8,200+ lines of C++** across 21 modular files with 180+ utility functions.
- Optimized data handling for efficiency in large-scale applications.

### [NASA Senior Design Project \(Java\) \(2019\)](#)

- Collaborated with a team to design a software extension that dynamically highlights code FPP language tokens.
- Improved developer efficiency for NASA engineers by reducing error rates and boosting readability.

### [NodeCamera Addon \(GdScript\) \(2026\)](#)

- Provides an alternative for the popular PhantomCamera Addon.
- Implements a node-based parser for a custom Data-Oriented ECS, specifically designed for Camera2D and Camera3D nodes, while minimizing actual memory usage or code bloat.
- High emphasis on implementation speed, customization, and intuitive structure. Drag and drop nodes to create entirely unique camera controls.

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## Technical Skills

- **Languages:** Python, C++, Java, TypeScript, JavaScript, GdScript
- **Frameworks/Tools:** React, React Native, Node.js, Next.js, AWS, PostgreSQL, Git
- **Quantitative/ML:** Algorithms, Data Structures, Probability, Statistics, Linear Algebra, Optimization
- **Other:** Automated Testing, System Design, Fullstack Development

## Education

### University of Nevada, Las Vegas – B.S. Computer Science & B.S. Mathematics

Graduated Jun 2023 | GPA: 3.75 | Dean's List (2019–2023)

Relevant Coursework: Probability & Statistics, Algorithms, Data Structures, Machine Learning, Numerical Methods, Linear Algebra