

# Norman M. Gutierrez-Ugalde

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## Objectives

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- Passion for Technology:** To bring my genuine passion for technology and growth mindset where I can immerse myself in exciting cutting-edge projects inspire excellence every day and learn from those with experience in the industry.
- Leadership and Mentorship:** As I progress in my career, I aim to push myself and take on leadership roles and actively contribute to the growth of the company I work for by voicing my unique perspective on the project and team I work with.

## Experience

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**Kaiser Permanente**, Pleasanton, CA

June 2023 - Present

Software Engineer Intern

- Spearheaded the development of PI-Alerts, an iOS app crucial for monitoring the health of **50+** servers at Kaiser Permanente. Utilized Swift, MS SQL Server, and Node.js to ensure optimal functionality.
- Crafted SQL stored procedures and functions to seamlessly manage new server shutdown scheduling features, supported by detailed design documentation.
- Innovated by implementing a scheduled shutdown feature in both the Swift version of PI-Alerts and the corresponding React web app.

**AggieWorks**, Davis, CA

Software Engineer

- A student-run organization where I built web, IOS, and Android apps for **35,000+** UC Davis students. Collaborating with **30+** student software engineers and designers
- Developed roommate matching app using React Native, Typescript, Supabase, and SQL databases.
- By automating the process of whitelisting application email and integrating it with Slack and Supabase, I was able to streamline the process and improve efficiency significantly by **~200%**
- Implemented error handling to ensure invalid inputs are detected and end-users are promptly alerted.
- I played an instrumental role in onboarding new members by writing comprehensive documentation and providing guidance to help them understand the codebase, ultimately simplifying the integration of fresh talent into the team.
- Developed the RoomU algorithm, enhancing user experience by implementing remote procedure calls and efficient caching for roommate swiping in PostgreSQL

## Education

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**University of California, Davis**, Davis, CA

September 2020 - Current

Bachelor's of Science, Computer Science

## Skills

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Node.js, React.js, React Native, Typescript, Javascript, Web Development, Express.js, MongoDB, Supabase, C/C++, Python, Swift, Microsoft SQL Server, Data Structures, x86-32 Assembly, API's, PostgreSQL,, Bilingual(Spanish & English)

## Projects

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**NetworkedConnect4:** a real-time game of Connect4 with user authentication and a friend request system, implemented using the Model-View-Controller architecture in Node.js. The game utilizes web sockets to allow for real-time play between 2 users.

**WordleClone:** a clone of Wordle made using React and Typescript. The application state and logic are stored in a Context API. Uses a random word API to fetch a real random 5-letter word in English.

**DoomClone:** A limited doom clone made using Three.js to implement 3D objects. Implemented the first person FOV, controls, blaster, and bullets that replicate how they are in Doom..