

VINCENT ALONSO

Backend Software Engineer

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PROJECTS

WotAPI — *Personal Fullstack Development Project*

Built a fullstack web application to ingest, store, and serve structured game data from a large CSV dataset containing ~10 million rows and 33 columns of match data.

- Designed and implemented a PostgreSQL relational schema to model matches, tank/map information, and statistics with a focus on efficient querying and data integrity.
- Implemented batch CSV ingestion into PostgreSQL using SQLAlchemy for schema definition, inserts, and query logic.
- Developed a FastAPI application exposing GET endpoints to retrieve data from PostgreSQL and render results using HTML and CSS templates.
- Implemented JWT-based authentication with a login system, including a guest login flow.
- Deployed to a VPS with nginx reverse proxy, configured DNS records and SSL certificates for HTTPS, and tuned PostgreSQL performance via postgres.conf.

Desktop Window Logger — *Personal Project*

Locally-hosted web application to track and analyze active application usage for personal productivity insights, combining Windows system monitoring with a browser-based interface.

- Implemented system-level monitoring using Windows APIs to capture foreground windows and processes, persisting timestamped data to CSV files.
- Built an automated categorization pipeline integrating the Gemini API to classify application usage into productivity categories.
- Designed a SQLite database schema to store normalized usage records and enable efficient time-based aggregation queries.
- Developed a Flask web application with RESTful endpoints to control logging sessions, trigger API processing workflows, and manage database ingestion.
- Created an analytics dashboard displaying bar charts of time spent per category, providing insights into focused versus non-focused activity.

EXPERIENCE

Professional Competitor & Content Creator

Heroes of the Storm & Pokémon Gaimin Gladiators, Luminosity Gaming, and others • 2016 – 2025

- Competed professionally in Pokémon and Heroes of the Storm, representing organizations including Gaimin Gladiators, Luminosity Gaming, and others in tournaments with \$1M+ prize pools broadcast to 10,000+ concurrent viewers.
- Grew and maintained a Twitch channel to 26,000 followers, averaging 100–250 concurrent live viewers through consistent scheduling and audience engagement.
- Managed all aspects of content production, including hiring and overseeing video editors, configuring streaming infrastructure, and publishing across Twitch and YouTube.

EDUCATION

University of Maryland

College Park

B.S. Computer Science

2016

TECHNICAL SKILLS

Languages

Python (primary), C++ (familiar)

Frameworks & Libraries

FastAPI, Flask, SQLAlchemy

Databases

PostgreSQL, SQLite

Concepts

Relational data modeling, RESTful API design, JWT authentication, backend architecture

Tools

Git, Linux