

Alexander Edwin Mendez Martinez

Los Angeles, California, 90004 | 323-674-4206
alexlosangeles7@gmail.com | [LinkedIn](#)

Career Objective

I am seeking a full-time position in Software Development eager to learn and integrate my knowledge to any professional setting. I am always looking for opportunities to learn and expand my horizons to embrace new challenges that may come.

Education

Bachelor of Science, Computer Science
California State University, Los Angeles - **CGPA 3.65**

Expected Grad Date:
05, 2025

Skills

Programming Languages: Python, Java, Javascript, C#

Tools/Technologies:

- **Developer Tools:** VS Code, IntelliJ IDEA, Eclipse, Github, VM, Shell
- **Frameworks:** HTML, CSS, Bootstrap
- **Databases:** MySQL

Bilingual Communication: English & Spanish

Experience

IT Student Intern @ Santa Barbara Public Defender

08/2024 - 05/2025

Role - Developer

- Worked in a team of 10 members to help to migrate a previous developed desktop application to a cloud based application using **AWS Lambda** and **Box.com**
- Developed email notification service using AWS SES to notify of any file processing errors that might occur
- Helped with development in setting up Lambda layers that were used to import the libraries necessary to carry out the lambda functions

Projects

[Task Management Website](#) | Java, MySQL, Javascript, CSS, HTML, Bootstrap

01/2024 - 05/2024

- **Role - Project Lead**
- Worked with a team of 7 members to deliver a task management website focused in giving users the ability to better manage their goals, agendas, or any-to-dos that need to be completed
- Implemented using MySQL, Java, Javascript, CSS, HTML, Bootstrap, Google Calendar API to create user sign-up, login, task creation, notification system for task due dates, and the use of Google Calendar to have a better view of when tasks are due

[3D Web-Page Unity Game](#) | Unity, C#

09/2024 - 12/2024

- **Role - Project Lead**
- Worked with a team of 3 members to develop a web-page game that can be played with 2 - 4 players in a team co-op games where players have to build a certain number of toys before time runs out
- Implemented using Unity Game Engine and scripts created using C# Language