



Jon Mendizabal

Full-stack developer



My Contact

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📍 Växjö, Sweden

🌐 [Personal website](#)

Skills

- AI
- Vector embeddings
- .Net Framework
- HTML & CSS
- Javascript
- Typescript
- Angular
- React.js
- SQL
- NoSQL
- Git & Github
- Unity

Languages

- English
- Spanish
- Basque

About Me

I am an enthusiastic full-stack developer with a keen interest in AI. I am passionate about coding and always eager to learn. In addition to my formal education, I have independently worked with AI and crafted video games using Unity. I consider myself a fast learner, with a meticulous attention to detail and strong organizational skills.

I am used to working both as part of a team and independently and I do not break under pressure, given my past work experience and character.

Please visit my [personal website](https://connectslide121.github.io/Portfolio/) to see some of my work.
<https://connectslide121.github.io/Portfolio/>

Experience

Sprinta, Sweden

2024 - Intern

Developed an AI powered "internal tools" application for the company using Angular, Azure Functions and CosmosDB. The application is used to manage the company's consultants data and generate CVs easily.

Developed a user-friendly UI to centralize company's pre-existing scripts using Angular, Express and MongoDB.

AML SA, Spain

2011-2023- Plant Manager / Product designer

Managed production at a sand casting steel foundry. Daily & weekly MTO production planning, pattern designing, 3D drawing and process simulation have been part of my main responsibilities.

ATPL PL, India

2017 - Plant Manager / Product designer

Started up the production line in a newly opened foundry, designed workflow, taught employees and led the production team.

Education

- Fullstack .NET developer course (LEXICON, Sweden)

2023-2024

- Certificate of higher education (HNC): Casting manufacturing & powder metallurgy (LEA-ARTIBAI, Spain)

2008-2010

- Polymers engineering (LONDON METROPOLITAN UNIVERSITY, Spain)

2005-2008