



Personal information


 <Redacted>

 nathancm@uci.edu

 <Redacted>

Education

 University of California, Irvine

 Class of 2023

 B.S. Software Engineering


Links

 Portfolio


 GitHub

Tools and Technologies

 Windows Environments

 Linux Environments

 Git Version Control System

 Nginx web server


 Docker Containerization

 MySQL and PostgreSQL

 AWS and Digital Ocean

Programming Languages

 Python

 Rust

 Java

 JavaScript

Nathan Mendoza

B.S in Software Engineering

Eager recent grad with a software engineering degree. Developing problem-solving and solid communication skills. Seeking entry-level opportunity for growth.

Work Experience

Instructor, Coding Minds LLC. September 2022-June 2023

- Utilized a prescribed curriculum to introduce programming to K-12 students.
- Adapted lessons and activities to keep 1 or more students engaged with programming.
- Fostered continued interest in several subjects leading to retention of students.

Software Engineering Intern, Box Inc. June 2022-September 2022

- Learned about practices and tools of software development by collaborating with experienced employees.
- Initiated development of a new database grant management system with the promise of better security and reliability.
- Consolidated more than 200 over-specific database roles into a reusable set of 10 with an adaptable specification format.

I&CS Lab Tutor, UC Irvine September 2021-June 2022

- Guided students through coursework in lower division classes.
- Explored possible solutions and explained unclear concepts to students.
- Reduced the number of students seeking help for their classes by 50%.

Projects

Idea Bank January 2023-June 2023

- Employed agile methodologies to manage the project.
- Maintained a friendly relationship with the project sponsor.
- Communicated feasibility of project vision to reflect deliverables.

TMGE February 2023-March 2023

- Incorporated establish design principles and patterns into code base.
- Abstracted library complexity with a flexible and extensible interface.
- Demonstrated the feasibility of library with 2 sample games.

Slice of Life October 2022 - December 2022

- Separated the presentation and business logic of a complex web app.
- Streamlined the integration, testing, and deployment of changes.
- Developed an understanding of API architecture styles and cloud infrastructure.