Nathan Mendoza

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Education

CSU Fullerton – MS in Software Engineering	Expected May 2026
UC Irvine – BS in Software Engineering	June 2023

- Cumulative GPA: 3.84 out of 4.00
- Made Dean's List in 10 out of 12 quarters attended

Experience

Software Engineering Intern, Box, Inc. – Redwood City, CA   Jun 2022 – Sept 2022

- Improved database access security and auditability by creating a python agent to synchronize centrally defined access permissions across 800 MySQL instances
- Slashed the number of RBAC policies by a factor of 20 with a JSON specification format that exposed a strategy for auditability and reusability
- Led the effort to 100% automate the protocol for adding or modifying RBAC policies by documenting the workflow regarding change requests

Instructor, Coding Minds – Irvine, CA   Sept 2022 – June 2023

- Maintained a 100% student retention rate by mentoring k-12 students in their computer science study plans
- Converted more than 50% of demo class attendees by demonstrating the organization's teaching philosphy in free sample sessions

Projects

Match Scheduling Bot   github.com/magical-sports-association/match-scheduler-bot

- Enabled the successful organization and operation of esports events by creating a Discord bot that offers slash commands to schedule, cancel, or view the upcoming matches calendar
- Increased community engagement by 25% during active matches by providing a services that announces and notifies interested members of matches that start soon
- Provided access to the Discord bot to a community Discord server with over 500 members by self-hosting the bot as a service to the community

Dotfiles Controller Utility   github.com/CountTails/dotctl

- Built a rust application to automate user configuration files (AKA "dotfiles") setup and teardown by designing a command-line interface
- Designed an application configuration format by exploring potential configuration file management solutions

Safe Callback   github.com/CountTails/safe_callback

- Implemented a python decorator that extracts error handling logic from a function's logic by allowing specification of decorator behavior corresponding to the traditional 'try-except-finally' block

Skills

Programming Languages: Python, Java, JavaScript, HTML, CSS, TypeScript, Bash, SQL, Rust
Web Services: FastAPI, Flask, Express.js, GraphQL, gRPC, Protocol Buffers
Data Management: PostgreSQL, MySQL, SQLite, MongoDB, SQLAlchemy, Sequelize, Mongoose
System Orchestration: Docker, Kubernetes, Ansible
System Security: JWTs, SSL certificates, Role-based access control
Quality Assurance: Unit testing, Mocking, Test-driven development, Pytest, JUnit, Selenium
Software Development: Agile methodologies, Design patterns, Requirements analysis, CI/CD pipelines, Git
Web Interfaces: React, Angular, Tailwind CSS