Nathan Mendoza

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Education

University of California, Irvine   **Irvine, CA**
B.S. Software Engineering   *September 2019 – June 2023*
CGPA: 3.841 out of 4.0

Experience

Box   **Redwood City, CA**
Software Engineering Intern   *June 2022 – September 2022*

- Discussed a security flaw in MySQL grants via existing database tooling that prompted involvement in crafting a secure grant management system set to replace the vulnerable one within 2 years.
- Kickstarted the implementation of the first part of the replacement system using Python and included a unit test suite that covered more than 80% of lines of code.
- Reinvented how grants were requested on database resources with an adaptable specification format and integrated version control to leave a verifiable breadcrumb trail of modifications.

Projects

Idea Bank
Manager   *January 2023 – June 2023*

- Adapted agile methodologies to manage the project with a timeline of 20 weeks that was divided into 10 2-week sprints.
- Ensured that standup meetings occured at least 3 times per week and dedicated time for each team member to have their voice heard.
- Mentored team members is both frontend and backend web development while verifying work completed and assigning work to be done.

Tile Matching Game Environment
Contributor   *January 2023 – March 2023*

- Incorporated 4 software design patterns to create an adaptable and extensible software library for developing tilematching games.
- Initiated test-driven development and maintained a unit test suite that covered at least 80% of the lines of code in the software library
- Demonstrated feasibility of the library by developing 2 sample games and showcasing the potential extensibility the software library provides.

Slice of Life
Backend Lead   *September 2022 – December 2022*

- Separated the business logic and presentation of a complex web application into 2 distinct parts to form a fully functional system.
- Streamlined the integration and deployment of changes by implementing a simple CI/CD pipeline and utilizing cloud application rollback capabilities.
- Developed an understanding of cloud infrastructure tooling and API architecture styles like monolith and microservice web applications.