Charles B. Mendes

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Portfolio | LinkedIn | GitHub

OBJECTIVE:
Seeking a software development position using strong programming skills in JavaScript, node.js, React, C++, and/or C#.

EDUCATION
Rochester Institute of Technology (RIT), Rochester, NY   *May 2024*
Bachelor of Science, Game Design and Development   **GPA: 3.27**
Related Courses: Data Structures and Algorithms I & II (C++), Web Design & Implementation (HTML/CSS), Interactive Media Development (C#), Rich Media Web Development (JavaScript/HTML) Web Development (Node.js/React)

SKILLS
Programming Languages: C#, C++, Java, JavaScript, HTML, CSS
Tools: Visual Studio Code, Visual Studio, Git, MySQL, MongoDB

PROJECTS
A Waterfowl's Journey   *February – May 2021*
- Collaborated in a 5-member team to design and implement a C# game using Monogame that simulates the logic and mechanics of the Rush Hour board game.
- Developed core gameplay features, including puzzle logic and user controls, while maintaining clean, documented code.
- Created technical documentation, authored design specs and user guides, and prepared and delivered a polished team presentation to showcase the project.

Bitter   *December 2023*
- A full-stack social media platform mimicking the core functionality of Twitter (now known as X) with features like user authentication, tweet creation (text/media), timelines, likes, retweets, replies, follow/unfollow, notifications, and user profiles
- Built with React, persistent databases using Redis and MongoDB, and securely managed sessions.

Glave   *June – July 2019*
- Built Glave, a Flask-based web application using Python and SQL to manage and track experimental learning programs.
- Collaborated with team members to design interactive forms and dashboards, ensuring smooth UX for administrators and learners.
- Iterated based on user feedback and testing to improve reliability and usability of learning workflows.

Project Scorpion   *August – Dec 2022*
- Developer on 3D scorpion puzzle game in Unity using C#
- Implemented player mechanics for grabbing and designed/built levels

WORK EXPERIENCE
Ares Development
Student Web Developer   *June – July 2018 & 2019*
- Develop various web applications utilizing HTML, CSS, Python, and Flask   **Cleveland, OH**
- Communicate effectively with internal and external customers to execute project objectives, find solutions and maintain functionality of web applications
- Collaborate with team members to effectively spread the workload and complete tasks on time

Micro Center   *June 2021 – August 2021*
Cashier   **Cleveland, OH**
- Delivered excellent, tech-focused customer service, greeting customers and helping them navigate product selections and promotions, fostering a welcoming atmosphere.
- Collaborated with team members to maintain store cleanliness and product presentation, ensuring a well-organized and customer-ready environment.
- Communicated effectively with staff, coordinating restocking and visual merchandising to support seamless operations and enhance the shopping experience.

King Energy   *June – July 2022*
Front-end Developer   **Remote**
- Worked on open source program Sparky (JavaScript), which monitors large groups of solar panels
- Developed the front end of the app for ease of use and intuitiveness

Looking for Group   *May 2024 – Dec 2024*
Back-end Developer   **Remote**
- Worked on login, persistent sessions, and grabbing user info from mySQL database based on login
- Worked with team members of varying positions to accomplish tasks
- Participated in daily stand-up meetings