

# Joseph Mena

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## PROFESSIONAL SUMMARY

Software Engineer specializing in full-stack development and machine learning, with ~2 years of professional experience at J.P. Morgan Chase & Co. Proven track record in developing robust RESTful APIs, optimizing CI/CD pipelines, and leveraging React.js and AWS to deliver high-impact solutions.

## WORK EXPERIENCE

### Software Engineer I, J.P. Morgan Chase & Co.

**JUN 2023 – PRESENT**

- Architected and implemented RESTful APIs, streamlining data access and ensuring seamless integration with Amazon Aurora database for optimal performance.
- Improved CI/CD pipeline reliability by overhauling the process to incorporate end-to-end functional testing.
- Revamped and streamlined the team's onboarding process, resulting in a more seamless and efficient experience for new team members.
- Identified and swiftly remediated major bugs in our production environments.
- Spearheaded development of an analytics dashboard to quantify metrics that improved stakeholder visibility and decision-making efficiency by 35%

### Software Engineer Intern, J.P. Morgan Chase & Co.

**JUN 2022 – AUG 2022**

- Built a client-facing onboarding prototype using React.js, resulting in stakeholder approval and potential adoption into the broader Chase for Business platform.
- Demonstrated the ability to work with minimal groundwork by driving the development of a fully functional onboarding prototype from the ground up.
- Collaborated with cross-functional teams to design and implement the onboarding workflow, which was presented to key stakeholders for potential integration into the broader Chase for Business platform.

## SKILLS

**Languages:** JavaScript, Java, Python, C++ , R

**Technologies:** Amazon Web Services, React.js, Spring Boot, Node.js, PostgreSQL, Jest, Git

## EDUCATION

### Bachelor of Arts, Computer Science, Macalester College

**MAY 2023**

- GPA: 3.70/4.00
- Recipient of "Catharine Lealtad Merit Scholarship" through all terms

## PROJECTS

### Super Mario Land - Genetic Algorithms

**DEC 2022**

- Implemented evolutionary strategies such as selection, crossover, and mutation to optimize the AI's performance in navigating the game environment.
- Analyzed the AI's performance through iterative testing and fine-tuned the genetic algorithm to achieve progressively better results in level completion.
- Developed a Python-based AI agent capable of autonomously beating the first level of Super Mario Land using a genetic algorithm implementation.

### Moving BattleShips

**MAY 2021**

- Developed a real-time Battleship clone using Vue.js, transforming the traditional turn-based gameplay into a fast-paced typing skill game by requiring users to quickly input coordinates for attacks.