John Pierre Mendoza

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SUMMARY

Full-Stack Software Engineer with 4+ years of hands-on development experience and 1 year of work experience. Passionate for writing clean and communicative code, I bridge frontend and backend systems to build intuitive solutions, prioritizing readability and scalability for seamless team collaboration. As a proactive learner, I am self-reliant, meticulous and thrive in environments where curiosity and growth are valued. Eager to contribute my technical versatility, self-reliant work ethic, and collaborative mindset to a team solving meaningful problems through innovative engineering.

SKILLS

React Native, React, Angular, Typescript, TailwindCSS, Java, Hibernate, Dropwizard, Node.js, Python (FastAPI), RESTful APIs, Figma, Adobe Photoshop, Jest, Selenium, Test Complete, Test Rail, AWS, Jenkins, Git, GitHub, Docker, Linux, MongoDB, MySQL, Agile, Jira, Confluence

WORK EXPERIENCE

Software Engineer
PAR Technology – Markham   *January 2024 – April 2024*

- Developed and maintained the cloud-based PixelPoint solution (PixelPointHQ) using Angular, TailwindCSS, Java, Hibernate, and Dropwizard.
- Helped develop the frontend of a crucial *price change* feature in PixelPointHQ, allowing 10k+ restaurant owners to effortlessly update their POS item prices.
- Suggested and led the TypeScript adoption in our frontend codebase, reducing bugs by 30% and enhancing maintainability.
- Identified and eliminated usesless logs in production, reducing our AWS cloud costs by 10%.
- Resolved numerous bugs (20+), enhancing application stability and user experience.
- Collaborated with diverse teams following Agile methodology.

Quality Assurance Automation Engineer (QE)
PAR Technology – Markham   *May 2023 – December 2023*

- Executed and evaluated 100+ manual test cases, reporting test results.
- Automated 100+ test cases using Test Complete and Selenium (.NET).
- Wrote and executed SQL statements during testing.
- Fully documented unexpected anomalies and defects with instructions on how to recreate each.
- Developed and presented a new practice to the team that makes our test logs easier to read and skim through speeding up our regression runs by 20%.

EDUCATION

Computer Programming and Analysis (Advanced Diploma)
Seneca Polytechnic **-** Toronto, ON, Canada   *May 2022 – December 2024*

- Cumulative GPA: 4.0
- President's Honour List awardee throughout all 6 semesters

PERSONAL PROJECTS

WordVision (Github - https://github.com/WordVision/wordvision-app)

- An Ereading platform that uses generative AI to visualize books.
- Users can highlight any text in a book and have AI generate an image based on that highlighted text while you read.
- I led a team of 6 people in building out the initial MVP in 4 months.
- The project uses Supabase for the backend, React Native for the frontend, and Hugging Face for AI image generation

Portfolio Website (Live Site - *https://github.com/JonPeeAir/portfolio-website*)

- My personal portfolio website that contains information about me and some of the projects I've worked on.
- Built with Astro.js and styled with Tailwind CSS

Memory Card Game (Live Site - *https://jonpeeair.github.io/memory-card-game/*)

- A simple game where you are not allowed to click on the same card twice
- Used asynchronous JavaScript techniques to query an API in order to retrieve Rick and Morty characters
- Ensured that the site was responsive to various screen widths
- Made with React and styled with Tailwind CSS

Battleship Game (Live Site - *https://jonpeeair.github.io/battleship/*)

- Recreated the popular battleship game
- Made with HTML, CSS, and JavaScript.
- Used the Jest library to make unit tests for the game components such as ships and players.