

John Pierre Mendoza

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SUMMARY

Motivated and detail-oriented Software Engineer seeking a full-time position in a collaborative environment. Proficient in both frontend and backend development, with a strong commitment to writing clean, maintainable code and practicing continuous integration. Committed to continuous learning and professional growth while contributing to impactful projects and working with talented teams.

PROFILE OF SKILLS

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

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.
- Contributed to a crucial Price Change feature in PixelPointHQ, allowing restaurant owners to effortlessly update item prices.
- Spearheaded TypeScript adoption across the codebase, reducing frontend bugs by 30% and enhancing maintainability for a cloud POS system serving 10k+ restaurant owners.
- Resolved critical production incidents (e.g., logging bottlenecks) by optimizing AWS resource usage, reducing cloud costs by 20% and improving system reliability.
- Resolved numerous bugs to enhance application stability and user experience.
- Collaborated with diverse teams following Agile methodology to deliver top-notch software solutions.

Quality Assurance Automation Engineer (QE)

PAR Technology – Markham

May 2023 – December 2023

- Executed and evaluated manual test cases, reporting test results.
- Automated 100+ test cases using Test Complete and Selenium.
- Occasionally wrote and executed SQL statements during testing.
- Fully documented unexpected anomalies and defects with instructions on how to recreate each.

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

TECHNICAL AND PERSONAL PROJECTS

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

- An e-reading platform that leverages the power of 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.
- The project uses Supabase for the backend, React Native for the frontend, and Hugging Face for AI image generation

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

- Made with React and styled with Tailwind CSS
- Ensured that the site was responsive to various screen widths
- Used asynchronous JavaScript techniques to query an API in order to retrieve Rick and Morty characters
- Used Git and GitHub for version control

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

- Made with HTML, CSS, and JavaScript.
- Used the Jest library to make unit tests for the game components such as ships and players.
- Used Git and GitHub for version control