John Pierre Mendoza

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OBJECTIVE

Motivated and detail-oriented Software Engineer seeking a full-time position in a collaborative environment. Eager to apply strong skills in frontend and backend development, problem-solving, and software architecture to build clean, efficient, and scalable solutions. Committed to continuous learning and professional growth while contributing to impactful projects and working with talented teams.

PROFILE OF SKILLS

- **Frontend Development:** Proficient in HTML, CSS, JavaScript, Angular, React, and Next.js.
- **Backend Development:** Experienced with Java, Hibernate, Dropwizard, and RESTful API development.
- **Automation & Testing:** Skilled in automating desktop and web applications using Test Complete and Selenium.
- **Programming Languages:** Proficient in JavaScript, Java, C#, JavaScript, Python, C, and C++.
- **Cloud & DevOps:** Hands-on experience with AWS, Azure, Jenkins, Git, GitHub, and NPM for cloud deployment and CI/CD processes.
- **Database Management:** Experienced with relational databases (Oracle SQL, Microsoft SQL Server, MySQL) and non-relational databases (MongoDB).
- **Testing & Collaboration Tools:** Experienced with TestRail, Jira, and Confluence for testing, tracking, and documentation.
- **Problem Solving & Quick Learning:** Demonstrates strong problem-solving skills, quick adaptability, and eagerness to learn new technologies to overcome challenges.
- **Collaboration & Teamwork:** An open-minded team player with strong communication skills, ensuring projects are delivered efficiently and collaboratively.

WORK EXPERIENCE

Software Engineer
PAR Technology (PixelPoint) – Markham   January 2024 – April 2024

- Helped develop and maintain the cloud-based solution for PixelPoint (PixelPointHQ), utilizing Angular and TailwindCSS for the frontend, and Java, Hibernate, and Dropwizard for the backend.
- Contributed to a key *Price Change* feature that enabled restaurant owners to seamlessly modify item prices through the PixelPointHQ interface.
- Proposed and led the initiative to enforce TypeScript within the project, ensuring strict type checking, which resulted in cleaner, more maintainable code and fewer bugs during development.
- Reduced AWS costs by minimizing logging verbosity in production environments, optimizing resource usage, and improving operational efficiency.
- Performed extensive bug fixes, improving overall application stability and user experience.
- Collaborated closely with cross-functional teams to deliver high-quality software solutions, following Agile methodology.

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

- Execute and evaluate manual test cases and report test results.
- Develop scripts using Test Complete and Selenium to automate test cases.

- Occasionally write and execute SQL statements during testing.
- Fully document any unexpected anomalies or defects identified in testing with instructions of how to recreate each.

TECHNICAL AND PERSONAL PROJECTS

WordVision

- An e-reading platform that leverages the power of generative AI to visualize books.
- Currently leading a team of six to manage this project's success.
- Users can highlight any arbitrary text in a book and have AI generate an image based on that highlighted text while you read.
- Working with MongoDB for the database, FastAPI for the backend, and React Native for the frontend.
- Working with various AWS services such as S3, EC2, and Cognito, and utilizing Hugging Face Spaces for AI deployment.

Portfolio Website (Live Site - *https://johnpierre.vercel.app/*)

- Made with Astro and Typescript, and styled with Tailwind CSS
- Ensured that the site was responsive to various screen widths
- Used Git and GitHub for version control

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

EDUCATION

Computer Programming and Analysis (Co-op)
Seneca College **-** Toronto, ON, Canada   May 2022 – December 2024
- Cumulative GPA: 4.0
- Consistent President's Honour List Awardee

OTHER WORK EXPERIENCE

Cashier
Galati Market Fresh – North York   June 2022 – August 2022

- Greet customers and process transactions efficiently and accurately using a point-of-sale system or through manually inputting the various items codes for fruits and vegetables.
- Handle cash, credit, and debit payments, and make sure that all transactions are properly recorded and balanced.
- Maintain a clean and organized work environment, such as keeping the register area clean.