

John Pierre Mendoza

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OBJECTIVE

Seeking to secure a Software Engineer co-op position in a high-quality work environment that fosters growth and teamplay where I can utilize my current skills, knowledge, and talents in order to deliver clean and effective solutions for the company as well as garner work experience that will make me a valuable asset in the future.

PROFILE OF SKILLS

- Proficient in HTML, CSS, JavaScript, and React
- Familiar with C, C++, Java, and Python
- Familiar with relational and non-relational databases such as Oracle SQL, MongoDB and Firebase
- Familiar with development tools such as Git, GitHub, and NPM
- A touch-typist averaging 80 words per minute (wpm)
- Learns quickly, is full of curiosity, and is very eager to learn new technologies to solve problems
- An open-minded team player that always ensures work gets done

TECHNICAL AND PERSONAL PROJECTS

Conway's Game of Life Simulation

- Simulates the Game of Life - a 2D cellular automaton devised by John Horton Conway in 1970
- Made with python using the Tkinter GUI toolkit
- Users can select predefined cell structures on the board or draw their own cell structures before starting the simulation

Electronics and Peripherals Review Portal (Database)

- The final project for my "Intro to Database Systems" class
- Made using Oracle SQL
- Worked with DML and DDL statements to generate data
- Worked through stages of normalization to clean any possible data anomalies
- Created views that helped with the analysis of data for business reports

Valet Parking Tracker

- The final project for my "Object Oriented Programming" course
- A command line program made with C++ that allows a user to park, return, find, and list parked vehicles
- The program may opt to load currently parked vehicles from a text file and store them in dynamic memory
- Implemented safe and clean programming techniques in order to avoid memory leaks

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://jonpeear.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://jonpeear.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

Tic-Tac-Toe (Live Site - <https://jonpeear.github.io/tic-tac-toe/>)

- Made with HTML, CSS, and JavaScript
- Users can play locally with either a friend or a Bot with 3 difficulties to choose from
- The bot uses the minimax algorithm optimized with alpha-beta pruning to predict the next best move. The hard bot never loses.
- Used Git and GitHub for version control.

EDUCATION

Computer Programming and Analysis (Co-op)

Seneca College - Toronto, ON, Canada

May 2022 - Ongoing

- 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.