**Jorge Mendez**

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Adaptable third year Software Engineering student with intention of getting more experience, as well as gaining new knowledge from a real-world environment.

**Skills and Achievements**

**Problem solving skills:**

* Applied problem solving skills to develop a game engine running on web browsers, using a tile-based approach in order to render a map and its characters. Included some animations using a keyframe approach.
* Developed a multiplayer videogame using a network architecture to stablish a real-time communication between users. It also includes a chat service where users can communicate instantly. Link to live project:[**Spunchers.io**](https://spunchers.io/)
* Gained more experience on modelling software, by creating a solution for a university project, which included a customer and company apps that aimed to offer a package delivery and collection service, such project would involve each stage of the process and would be scalable.

**Design skills:**

* Improved my skills by designing a User Interface for a software package and implemented a prototype using web technologies. The website included a minimalistic design, responsiveness for different devices, navigation system and displayed information the most important features of the product. Link to live project: [DragJoystick](https://jorgelmh.github.io/dragjoystick/)
* Learned to develop a shopping cart and marketing website, by designing and implementing a user interface for a fictional shirt store, where users could customize their own designs and calculate the cost of each order. Link to live project: [t-shirt-customizer](https://jorgelmh.github.io/t-shirts-customizer/)

**IT skills:**

* Use of photoshop for editing images for the projects listed above.
* Familiar with video editors such as Filmora and Sony Vegas.
* Use of git and command prompt to deploy and update software projects.
* Knowledge on deployment using Heroku and networking using AWS (Route 53, Elastic Beanstalk, CloudFront and S3).

**Education**

**2018 – due to graduate 2022 University of Stirling, BSc Software engineering 2:1 expected**

* Modules have covered different aspects of the software development cycle, from requirements engineering and modelling to implementing solutions using the most suitable technologies and programming languages.
* Learned and built software products including websites, desktop applications, servers and databases for distinct domain problems.
* Won the prize for excellence performance in year 2.

**2014 – 2018 High school in science**

* Won a silver medal from a regional math Olympics competition.
* Average of A and B on each class.

**Experience**

**2020 – present Upwork (Online Freelancing)**

* Developed and implemented an API for a ludo game (NodeJS), so other websites could add it as a frame. To do that, I designed a relational database (MySQL) to store information about client websites, as well as their lobby prices. Likewise, a new lobby matchmaking system had to be written to allocate players faster based on how much they want to bet and their game provider.

**Other Skills:**

* Native Spanish speaker.

**Interests**

Learn new software technologies and techniques from online learning platforms and books to be more competent and develop projects as a hobby in my spare time. Own projects have helped me to get a broader insight of the computing world, improve logical and problem-solving skills and apply my knowledge to solve real-world challenges. I also have a growing interest in machine learning techniques and data analysis.

**References:**

Dr. David Cairns

Senior David Cairns

University of Stirling

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