**Jorge Mendez**

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Hard-working 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:**

* Demonstrated problem skills by developing my own browser multiplayer online 2D game from scratch. This game consists of three game modes and five characters with different abilities and appearance. Link to live project:[**Spunchers.io**](https://spunchers.io/)
* Modelled and implemented a solution for a Barrier System as part of a university project working with classmates sharing the code through GitHub.
* Effectively employed data analysis skills to explore a dataset and develop a Machine Learning model capable of accurately predicting whether a person would have survived to the titanic sinking.

**Design skills:**

* Created a website UX design for a software package that I developed for **Spunchers.io**, this site includes a minimalistic design, responsiveness for different devices, navigation system and displays information about the most important features of the product. Link to live project: [**DragJoystick**](https://jorgelmh.github.io/dragjoystick/)
* Designed my own website portfolio to showcase some of my programming skills and the projects I have developed during my spare time. Link to live site: [**Portfolio**](https://jorgelmh.github.io/portfolio/)
* Designed a User Interface for a fictional shirt store, where users could customize their own designs, add them to the shopping cart and calculate the cost of each order. Link to live project: [**t-shirt-customizer**](https://jorgelmh.github.io/t-shirts-customizer/)
* Built a front-end Angular and Bootstrap Single Page Application that displays data from the PokeAPI. Link to live project: [**PokeApiUI**](https://jorgelmh.github.io/PokeApiExercise/)

**IT skills:**

* Java, JavaScript (NodeJS, React, SocketIO and Jest), TypeScript (Angular), CSS (Bootstrap) and Python (Pandas and Scikit-learn).
* Use of photoshop for editing images for the projects listed above.
* Use of git, NPM and command prompt to deploy and update software projects.
* Basic knowledge on remote deployment using Heroku and AWS (Route 53, Elastic Beanstalk, CloudFront and S3).

**Education and Training**

**University of Stirling, BSc Software Engineering 2018 – due to graduate 2022. 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.

**High school in science 2014 – 2018**

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

**Udemy.com – Short Online Courses**

* Machine Learning and Data Science with Python (Currently learning).
* NodeJS: From Zero to Expert.
* Web development with HTML5, CSS, JS, AJAX, PHP, and MySQL.

**Experience**

**(Online Freelancing) Upwork.com. 2021**

* Developed and implemented an API for a ludo/parchis game, which enabled gambling websites to embed the game as a part of their site.

**Other Skills:**

* Native Spanish speaker.

**Interests**

During this year I have been interested in learning more about the use of Data Science and Machine Learning to solve a broader range of problems. I am currently focusing my learning on this subject and trying to exercise using datasets from different domain problems. I believe that this will be the future of computing and its demand will be increasing in the upcoming years.