

JULIAN MENDOZA

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Summary

Software Engineering student offering a strong foundation in software architecture and design. Primarily experienced in object-oriented programming; developing and testing code in Java. Adequate knowledge of project management and software development lifecycles. Passionate teacher and learner; Teaching Assistant for the Systems and Computer Engineering department at Carleton University for four semesters.

Education

Carleton University

Sept. 2017 - Present

B. Eng Software Engineering 2022

Fourth-year Student

CGPA: 10.69/12

Attained Dean's Honor List throughout all semesters

Employment

Canada Revenue Agency (CRA), IT Developer (Part-Time), 875 Heron Road

Jan. 2020 - Apr. 2020

- Team member of the Strategic Engineering & Technology Integration Division - Agile environment
- Conducted research on applications of cloud technology - achieved a certificate on Azure Fundamentals
- Designed a web-based dashboard using a micro-front end architecture (SPA) in Angular 8
- Implemented quick, responsive and eye-catching modules using Leaflet.js & Chart.js
- Database management done in PostgreSQL

Carleton University, Teaching Assistant, 1125 Colonel By Dr

Sept. 2019 - Present

Courses: Fundamentals of Engineering I | Algorithms and Data Structures | Computation and Programming | Object-Oriented Software Development

- Interactive learning environment during lab sessions
- Dedicated time each week to understand the material and provide student success
- Ability to mark assignments promptly and give constructive feedback
- Received positive criticism from students in adapting to online teaching
- Demonstrate fundamental programming concepts in real-time via Discord

Projects

Elevator System Simulator

Jan. 2020 - Apr. 2020

- Designed an elevator system to tackle concurrency issues in Java
- Implement concurrent design strategies
- Used basic network protocols to communicate via LAN
- Source code available at: <https://github.com/JulianMendoza/ElevatorProject>

Software Design Project

Sept. 2019 - Dec. 2019

- Object-Oriented design of the board game, JumpIN™
- Features a solver using a min/max algorithm, a modern GUI design and a level loader and builder
- Source code available at: <https://github.com/JulianMendoza/JumpIN>

Skills

PROGRAMMING LANGUAGES: Java, C, C++, Python 3, HTML, CSS, JavaScript, PHP, MATLAB, Angular 8, SQL, Maven

APPLICATIONS: GitHub, Eclipse, Wireshark, Adobe Photoshop, Visual Studio Code, Unix, HTTP, Unix systems, IntelliJ

COMMUNICATION: English, French

SOFTWARE DEVELOPMENT: Software Architecture, Network Security, Software Validation, Project Management, UML