

# KIARA MENDAROS

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# SOFTWARE ENGINEER

[LinkedIn](#)

[Github](#)

[Portfolio Site](#)

## SKILLS

JavaScript, Python, React, Redux, HTML, CSS, Node.js, Express.js, SQL, PostgreSQL, SQLAlchemy, AWS, jQuery, Git, Heroku

## TECHNICAL EXPERIENCE & PROJECTS

**IndieDevHub:** *Full Stack Solo Project (React, Redux, Node.js, Python, Flask, SQLAlchemy, PostgreSQL)*    [live](#) | [github](#)

- Achieved an intuitive form with dynamic inputs using **React** in the **API** server to systematically dispatch collected data to multiple unique tables with an established relationship.
- Manipulated **React** state variables to allow users to make any number of submissions to a table at once per form submission for enhanced **UI/UX**
- Optimized time complexity of **API** route from  $O(n)$  to  $O(1)$  via researching and implementing indices within database

**Discuss:** *Full Stack Team Project (React, Redux, Node.js, Python, Flask, SQLAlchemy, PostgreSQL)*    [live](#) | [github](#)

- Executed and styled a pixel-perfect, full messaging system using **Javascript**, **DOM manipulation**, **Redux** state, and **CSS**, namely **Flexbox** for auto-scrolling functionality, to recreate the application's experience with attention to detail
- Administered **Docker** compatibility for product deployment and quick application delivery

**SoundtrackCloud:** *Full Stack Solo Project (React, Redux, Express, Node.js, Sequelize, PostgreSQL, HTML / CSS)*    [live](#) | [github](#)

- Utilized **AWS** S3 buckets to host song upload in order to relieve strain on the server side for improved scalability
- Developed dynamic drop-down search bar using **React** to allow improved search functionality based on user input
- Researched and implemented the **React H5 Audio Player npm package** to give the user uninterrupted playback as they navigate the website

**Do the Thing!:** *Full Stack Team Project (JavaScript, Node, Pug, Express, Sequelize, PostgreSQL, HTML / CSS)*    [live](#) | [github](#)

- Implemented user **authentication** with persistent data between sessions using BCrypt hashing and assigning a CSRF token to keep a user logged in and retain access to their authorized information
- Utilized **sequelize** to handle **object-relational mapping** and improve code readability, improving team workflow

**Patient Zero:** *Head, Programming, & 3D Art Producer (Unity, VRTK, C#)*    [website](#) | [github](#)

- Worked in a game dev. team at Hughes Media & Design Lab on a VR Puzzle, Bio-Educational game for cognitive research purposes using the **Scrum** methodology
- Produced and refined **~75** detailed tasks for product **backlog** according to design requirements
- Led and coordinated individual, weekly standup meetings for programming and 3D art departments in order to establish successful communication and collaboration
- Conducted weekly planning poker sessions to determine **sprint** backlog and allocate resources appropriately

**Video Game Development LOVE!!:** *Producer and Team Lead (Ren'Py, Python)*    [download](#) | [github](#)

- Led and managed an interdepartmental game dev team of **12** resulting in the successful deployment of a visual novel game within a **3 month** timeframe

## EDUCATION

[App Academy](#) - *Full Stack Web Development*

Graduated Dec 2021

*Intensive and competitive (3% acceptance) full-stack software development course (1000+ hours)*

- Relevant coursework includes: Object-Oriented Programming, Test Driven Development, Memory, Browser Object Model, Document Object Model, HTTPS, Data Structures and Algorithms

**University of California, Irvine** - *B.S. Biological Sciences*

Graduated Mar 2021

## ADDITIONAL WORK EXPERIENCE

**Video Game Development Club:** *Productions Officer/Director/Project Manager, Irvine, CA*    Sep 2018 - Mar 2021

- Led weekly workshops presentations including: **design documentation**, Scrum methodology, and task delegation
- Enhanced work efficiency for **15-35** dev teams by analyzing and adjusting scope and providing recommendations to improve communication strategies
- **Resolved conflicts** within teams and coordinated resources by acting as liaison between individual teams and 6 interdisciplinary departments

**HumanGood:** *Certified Nurse Assistant, Irvine, CA*

May 2019 - Apr 2020

- Assisted and charted **12-25** residents simultaneously, twice a week, providing detailed, accurate documentation under **tight deadlines**