

KENZO MENDOZA

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GitHub: github.com/KenzoM

Portfolio: kenzomendoza.com

>LANGUAGES AND TECHNOLOGIES

- **Proficient:** JavaScript (ES6), ReactJS, Redux, React-Router, Redux-Form, jQuery, D3.js, Sass, HTML5, CSS3, Sass, C, Linux, Node.js, Express.js, MongoDB, Git, Gulp, Webpack, Babel, Jasmine, Heroku
 - **Exposure:** Ruby, Rails, Python, SQL, PostgreSQL, Java
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>EXPERIENCE

Software Engineer, Mentor | Free Code Camp Meetup | San Francisco, CA

May 2016 - Present

- Pair programmed with 10+ students on technologies such as JavaScript, ReactJS, Redux, Node.js, CSS3, HTML5, teaching Ruby best practices and OOP design principles.
- Lectured on data structures (linked list, binary search tree) and algorithm design principles to >50 engineers.
- Provided in-depth code reviews of JavaScript full-stack features following agile development methodologies.

Sales Engineer | Lastertec USA | Boise, ID

Mar. 2013 - Jun. 2015

- Generated nearly \$2 million in revenue for company through successfully closing major deal with Micron Technology in integrating BGM300 wafer-measuring tool into their manufacturing process.
- Minimized downtime by ~70% for clients by providing technical training sessions for them to understand the Lasertec product line including documentation, data and equipment use.
- Improved Lasertec product UX by collaborating and surveying industry leading semiconductor companies.

Software Engineer (Machine Learning) | University of Central Florida | Orlando, FL

Jan. 2010 - Apr. 2011

- Performed 10+ simulations in Java based on publication results to locate experiment errors in IEEE literature.
 - Improved AI performance by 50% on detecting enemy location using reinforcement learning and propagation techniques in Java and MATLAB for application to real-world video games.
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>EDUCATION

B.S. Electrical Engineering, University of Central Florida

2012

- Relevant Coursework: Embedded Systems, Linear Algebra, Analog and Digital Communication, Digital Signal Processing, C Programming
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>RECENT WORK

NightLyfe | Software Engineer | [live](#) | [code](#)

2016

Social platform for nightlifers to quickly browse through local bar venues and better understand their late night habits.

- Architected RESTful API utilizing Node.js with Yelp API integration to store user attendance within MongoDB.
- Saved ~10 hours weekly in debugging views through incorporating Redux for predictable state management.
- Minimized HTTP requests to Node.js server by more than 60% utilizing React-Router for single page design.
- Engineered secure authentication system with JWT (JSON Web Tokens), Passport.js and Bcrypt-Node.js.

Rogue Dungeon | Software Engineer | [live](#) | [code](#)

2016

Retro-style interactive in-browser experience designed to emulate console dungeon-crawler games from times long past.

- Reduced frontend codebase by ~25% and improved maintainability by following object oriented and ReactJS best practices and design principles.
- Increased user engagement to 200+ players by creating thematic UI/UX utilizing JavaScript, HTML5 and CSS3.

John Conway's Game of Life | Software Engineer | [live](#) | [code](#)

2016

"Cellular Automation through Mathematical Models" where players can watch the process of evolution in real-time.

- Optimized rendering performance of front-end views by > 80% through using ES6 and Webpack build process.
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>LEADERSHIP + AWARDS

[2nd Place - Senior Design Award](#), University of Central Florida

2012

Vice President, Guitar Club

2010 - 2012