

MARIANO GONGORA III

SOFTWARE ENGINEER

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📍 Palmview, Texas

ABOUT ME

Software developer with a Bachelor's in Computer Science. Eager to apply full-stack development, backend API implementation, and responsive UI design skills in a dynamic environment. Seeking an entry-level position to solve real-world challenges and contribute to innovative projects.

EDUCATION

University of Texas Rio Grande Valley

Bachelor of Computer Science

Coursework

Algorithms and Data Structures, Software Engineering, Computer Networks, Computer Architecture, Robotics Programming, UX/UI, Deep Learning

PROJECTS

Cube World

React, JavaScript, Spring Boot, Java, CSS, MySQL, Heroku, Vercel

- Developed a full-stack E-commerce website enabling browsing, cart management, and user account creation.
- Implemented backend API with Spring Boot for CRUD operations on user profiles, carts, and products.
- Designed responsive UI using HTML, CSS, JavaScript, and React.
- Deployed frontend on Vercel and backend on Heroku with Kitefin add-on for MySQL database management.

Poison Bot

Node.js, JavaScript, MongoDB

- Developed a Discord moderation bot automating admin commands and storing user info for weekly leaderboards.
- Used discord.js for Discord API interaction, implemented custom-themed embedded messages in JavaScript.
- Enhanced security with admin-only controls for role management, kick, ban, and mute commands.
- Boosted server engagement and revenue through leaderboards, driving positive user interaction.

Automotive Advising

Android Studio, Java, MySQL

- Developed an Android app for car listings with user accounts. Used Java and MySQL for cross-platform functionality and secure data storage, MD5 for password encryption, and conducted unit testing for quality.

SKILLS

→ C++

→ Java

→ JavaScript

→ SQL

→ Springboot

→ React

→ Django

→ HTML/CSS

→ Git

ACHIEVEMENTS

University Interscholastic League

Four years of competitive coding:

Timed Java syntax error checking and logic processing, followed by LeetCode-style questions on ADS and maze solving.

Achievements:

District champions, regional competitor.

First Robotics

One year as a programmer:

Developed gamepad controls and an autonomous section for robot motor and servo tasks.

Achievements

First place in multiple regional competitions, district champions.