

MEKHI HART, DELA CRUZ

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OBJECTIVE

Computer Science student with 2+ years of experience in Software Development, seeking Software Engineering internships.

EDUCATION

Bachelors of Computer Science, California State University Long Beach Expected 2024
Relevant Coursework: Data Structures, Algorithms, Databases, Intro to Software Engineering

SKILLS

Languages	JavaScript, TypeScript, Go, Python, C++, Java, SQL, HTML, CSS, HTML
Frameworks and Tools	React, Express, Node, AWS, Firebase, Lambda, Git, GitHub
Databases	MongoDB, Cloud Firestore, PostgreSQL

EXPERIENCE

Software Engineer May 2023 - Present
Social PayMe *Miami, Florida*

- Took ownership of the the entire development life-cycle of Social PayMe's React Native mobile application, including requirements gathering, architectural design, programming, testing, and deployment to Android and IOS devices.
- Developed and deployed a HTTP web server with Go, and optimized a previously integrated API by 82.5% in reduced memory with the function of aggregating relevant statistics of a social media influencer .
- Utilized Scrum to incorporate stand-up meetings, sprint planning, and sprint reviews within our teams.

Lead Software Developer Dec 2022 - Feb 2023
BeachHacks *Long Beach, CA*

- Led and delegated tasks among 4 software developers in developing a responsive web-application with React that increased exposure of events and workshops by 17%.
- Developed RESTful APIs using Node and Express that automatically tracks popularity of each workshops, resulting in a 100% reduction on manual data entry and human error.
- Managed the project's GitHub repository, approving pull requests, and reviewed merges to ensure adherence to project standards and reliable code.

PROJECTS

Fast Tracker. Built an attendance tracker tool that streamlines the process through QR codes by using React, TypeScript, and Firebase. Project submitted to a Google sponsored hackathon and won Best Google Cloud Hack while competing against 109 competitors. ([Live Code](#))

Easy Sem. A web application that aids university students in building their semester classes based on professor ratings and class difficulty. (Currently in development)

EXTRA-CURRICULAR ACTIVITIES

- Previously a project manager for an indie game development team and our most successful game was called SunSpot which has accumulated more than 650+ players. ([Check out SunSpot!](#))
- Previously part of the University collegiate rowing team as the bowman.