

Polina Mejia

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Education:

B.S. Computer Science - California State University - Monterey Bay, Seaside, CA (Aug 2025)

Technical Skills:

Languages: Python, JavaScript, TypeScript, HTML, CSS, SQL, Java, Go

Frameworks: Django, Flask, React, Spring Boot, Express.js

Tools & Platforms: Git, GitHub, GitLab, Azure Repos, Postman, Linux (Ubuntu), macOS, Windows 11, AWS, Jira, Azure DevOps

Databases: PostgreSQL, MySQL

Methodologies: Agile Scrum, Test-Driven Development (TDD), Continuous Integration / Continuous Deployment (CI/CD)

Work Experience:

California State University - Monterey Bay (Feb 2024-Aug 2025)

Software Design TA *Remote*

- Supported cohorts of 30+ students in object-oriented programming (OOP), Android development with Java, and JUnit unit testing.
- Conducted code reviews, debugged issues, and mentored students on best practices in software engineering.

American Technology Initiative (Oct 2024-Feb 2025)

Full-Stack Software Developer/Volunteer *Remote*

- Designed REST API backend architecture for an issue-tracking web application using Django and PostgreSQL.
- Developed and deployed new React + TypeScript front-end features, integrating them with backend APIs.

Hexagon MI (June 2024-Aug 2024)

DevOps Intern *On-site in Camarillo, CA*

- Automated QA test tracking with Pandas, Numpy, and PIL python libraries to track and visualize flaky tests in CI/CD pipelines, thus improving defect resolution efficiency.
- Integrated Jira X-Ray with Azure DevOps for automated defect reporting and test traceability.
- Performed manual and automated testing of ESPRIT EDGE software; identified and fixed failing automated tests to improve test reliability.

Code Platoon (Oct 2023-Jan 2024)

Full-Stack Developer Intern/TA *Remote*

- Mentored veterans transitioning to software engineering, providing technical assistance, debugging support, and project planning guidance.
- Facilitated capstone project development, ensuring adherence to Agile principles and deadlines.

Projects:

OtterMusic *Flask, ReactJs, Postgresql, AWS -- in Progress*

- In a team setting, worked extensively on frontend design and implementation, as well as writing testing pipelines to ensure code quality through best CI/CD practices (GitHub Actions).
- Implemented a custom audio editor using Wavesurfer.js and Tone.js to expand user features

GradeMe *Electron, TypeScript, Python, Ollama*

- Developed a Desktop application to expedite the manual grading process by ~30%.
- Tackled Canvas's inconvenient submission format using a Python script, and introduced results and Ollama AI analysis in a user-friendly manner using Electron and React.