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, macOS, Windows 11, 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 Java object-oriented programming (OOP), Android development with Java, and JUnit unit testing.
- Conducted code reviews and mentored students on best practices in software design and Java syntax.

American Technology Initiative   (Oct 2024-Feb 2025)
Full-Stack Software Developer/Volunteer   *Remote*
- Designed and implemented REST API backend architecture for an issue-tracking web application using Django and PostgreSQL.
- Developed new front-end features with React TypeScript, 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 UI 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 with TestComplete; identified and fixed failing automated tests to improve reliability.

Code Platoon   (Oct 2023-Jan 2024)
Full-Stack Developer Intern/TA   *Remote*
- Assisted in teaching web-development technologies like Django, Flask, React, and PostgreSQL to a cohort of bootcamp students.
- Facilitated capstone project development, ensuring adherence to Agile principles and deadlines.

Projects:

OtterMusic   *Flask, ReactJs, SCSS, Postgresql, AWS -- in Progress*
- In a team setting, worked extensively on frontend design and implementation, as well as writing testing pipelines (Cypress) 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.