Ryan Mendoza

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Available for 1st Co-op Fall 2024 & 2nd Co-op Summer 2025

Education

Bachelor of Science in Electrical Engineering   Class of 2027
University of Cincinnati   GPA: 3.27 / 4.00

Archbishop Moeller High School   Class of 2021
                                                                                                    GPA: 4.29 / 5.00

Skills

C++, Python, MATLAB, Web Development, CERN ROOT, Microsoft Office, Windows 10 & 11, Linux, Computer Networking, VirtualBox, Breadboarding, SolidWorks.

Work Experience

Debug Technician, JABIL INC., Florence, KY   November 2023–January 2024
- Operated in an electronics manufacturing warehouse environment.
- Located failed servers in burn-in testing lines.
- Identified, cleaned, and replaced faulty components within server racks.
- Accessed server file system using MobaXterm Secure Shell (SSH) client.

Assistant Manager, Hollister, Liberty Township, OH   (Seasonal) May 2022–November 2023
- Trained new brand representatives.
- Fulfilled customer requests such as purchases, returns, exchanges, and online pickups.
- Reported daily and weekly business stats to upper management.
- Assisted with incoming shipments and outgoing transfers.

Network Operations Analyst, Abercrombie & Fitch, Columbus OH   April 2023–August 2023
- Monitored and troubleshot network equipment.
- Collaborated with network support/operations team on company-wide Network operations such as network refreshes.
- Logged into routers and switches through PuTTY SSH client.
- Troubleshot network switches at various locations around campus (data center, distribution center, etc.).
- Communicated with on-site technicians to facilitate network installation processes and wiring configurations.

Technical Projects

Snake .exe game in C++
- Player controls a snake that increments in length every time the snake eats an apple.
- Used Simple DirectMedia Layer 2 (SDL2) for interactivity with peripherals.

Blackjack .exe game in C++
- The program simulates a dealer that shuffles and deals cards to themselves and the player.
- Player enters their bet and can choose whether to hit, stand, double down, surrender, or split depending on their hand.
- The program calculates outcomes based on the player's and dealer's hands.
- Used SDL2 for interactivity with peripherals.

Certifications

- Certified Wireless Network Administrator by Certified Wireless Network Professionals
- Juniper Networks Certified Associate, Junos (JNCIA-Junos)