Emilio Mendoza

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EXPERIENCE

Software Engineer (Product & Infrastructure)
Wefunder (YC S13)

Dec 2023 – Present
New York, NY

- Architected production infrastructure migration from Heroku to AWS, reducing costs 50% with new Kubernetes-based architecture; led 3-person team executing database and application cutover with minimal downtime
- Modernized investment checkout flow from legacy AngularJS to React, implementing Stripe APIs for Apple Pay/3DS authentication and Plaid for automated bank verification, achieving 39% conversion improvement
- Developed investor portfolio page with investment return calculations, powered by custom valuation engine for multiple investment structures with admin tooling for event tracking and data validation across fragmented sources
- Headed 3-engineer team overhauling legacy social feed system, adding Twitter-style posts with engagement-based ranking algorithm and reducing worst-case page load times from 10+ secs to 300 ms

Software Engineer (Finance & Operations Systems)

Nov 2020 – Dec 2023

- Built ownership tracking system for securities transfers, designing double-entry ledger with constraints preventing negative balances and enforcing transaction integrity, eliminating compliance risk for 65+ investment vehicles
- Built automated tax document distribution system processing ∼45k tax forms annually, reducing per-company processing time from 1 day to 1 hr, eliminating security risks from unencrypted storage and document mismatching
- Led two separate KYC integrations over 2 years, first implementing Onfido for EU market expansion then migrating to Footprint for encrypted data vaulting and reduced compliance overhead
- Modernized payment infrastructure from legacy Stripe Charges API to Payment Intents, reducing payment failures and enabling international expansion; executed zero-downtime migration of 300k+ credit cards
- Automated payment reconciliation and banking integrations for ACH, wire, and card payments, eliminating hours of daily manual operations work while accelerating payment processing

Software Engineer Intern

Aug 2019 – Dec 2019

- Automated contract re-signature workflow, eliminating 48+ hrs/month of manual engineering work through dynamic page system handling multiple contract types and term updates
- Rebuilt email newsletter system using Go microservice, reducing complete delivery from ∼24 hrs to 14 mins for 500k+ users, eliminating timing complaints

PROJECTS

airlinestats.io | *Ruby, Rails, React, Tailwind, PostgreSQL, Docker, Dokku, Cloudflare*
- Built analytics platform for DOT T-100 airline data, enabling complex queries on 10M+ flight records
- Deployed on cost-optimized IPv6-only VPS with sub-second response times, reducing hosting costs by 90%

apt-dashboard | *React, Node.js, Docker*
- Built real-time transit board integrating GTFS feeds from 5+ transit agencies including MTA, BART and Muni
- Implemented complex NYC subway logic for express/local service, ETAs, varying terminals, and service alerts

FRC Team 6348 - Team Lead (Engineering & Outreach) | *C, Python*   Aug 2016 – May 2020
- Led software/controls and represented team to judges; earned Chairman's Award (highest team honor)

SKILLS

Backend: Ruby, Rails, Node.js, Python, Go, SQL, PL/pgSQL, Redis, PostgreSQL, Docker, Kubernetes (EKS)
Frontend: React, JavaScript/TypeScript, HTML/CSS, Tailwind, Figma
Cloud/DevOps: AWS (RDS, EC2, S3, ElastiCache), Cloudflare, GitHub Actions, Sentry

EDUCATION

Tecnológico de Monterrey (ITESM)
Completed foundational CS coursework before moving to full-time engineering roles

2019 – 2020
Guadalajara, Mex.

CERTIFICATIONS AND LICENSES

FINRA SIE, Series 99 • FCC Amateur Radio (KE2DDL) • FAA Student Pilot (Cessna 152/172)