FRANK A. **MENDEZ**

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**[PORTFOLIO](https://www.frank-mendez.com/)** **[GITHUB](https://github.com/frmendez21)** **[LINKEDIN](https://www.linkedin.com/in/frank-mendez-96025a1b3/)**

SKILLS

*JavaScript, Ruby, React, Redux, HTML5, CSS, SCSS, Rails, Node, Express, PostgreSQL, MongoDB, AWS S3.*

PROJECTS

**MyTube**  (React, Redux, Rails, Javascript, PostgreSQL, SCSS, AWS S3, Heroku) [live](http://tube-frank.herokuapp.com) | [github](https://github.com/frmendez21/MyTube)

*MyTube, a Youtube clone, demonstrates knowledge of the full-stack by reimplementing Youtube’s key features.*

* Utilized React and Redux to create a fast and responsive application that immediately updates the state of the application based on user interaction.
* Built a secure user authentication system by converting passwords into hashed and salted password digests that could be securely stored in the database.
* Implemented AWS S3 with Rail’s Active Storage to store and retrieve media, utilized a relational database to track user information such as videos uploaded, comments, and liked videos.

**Excite**  (React, Redux, Javascript, MongoDB, Express, Node) [live](http://excite-lfrt.herokuapp.com/%2523/) | [github](https://github.com/LamarP/Excite)

*Excite is an application that helps users get ready for their day by mixing sounds and scenes to create “excites” to give the user a vibrant experience. Developed by a team of three engineers where my role was the backend lead.*

* Integrated an external API to retrieve photos and videos, utilizing Javascript’s Async/Await pattern to fetch information asynchronously.
* Utilized MongoDB’s document-oriented database and Mongoose data-modeling to create models and relationships between scenes and sounds.

**Rocket Goal**  (Javascript, HTML, Canvas, CSS) [live](https://frmendez21.github.io/RocketGoal/) | [github](https://github.com/frmendez21/RocketGoal)

*Rocket Goal is a 2D, interactive, game built without libraries or frameworks, inspired by the game Rocket League.*

* Devised an algorithm that detects collisions between objects that adjusts velocity and angles based on factors such as angle of the ball, speed of vehicle and velocity of ball.
* Utilized run-time polymorphism to override inherited methods such as collision detection and barrier detection to be able to react differently based on different factors such as: vehicle type, location of vehicle on course and obstacle type.

EXPERIENCE

**Business Owner**

*F & J Fix It Guys*  Jun 2019 - February 2021

*Owned and operated a handyman service that offered electrical, plumbing, carpentry, drywall and general repairs.*

* Serviced over 1000 residential clients and commercial businesses with a client focused and results driven business approach.
* Managed tools, equipment, materials, inventory, as well as expenditure and income tracking in order to manage a profitable business.

**MillWright**

*Local Union 102 Jun 2018 - May 2019*

* Specialized in the installation and construction of heavy machinery such as conveyor belts, turbines, water and gas lines.
* Collaborated with engineers and team members to produce high quality, safe and efficient installations.

EDUCATION

**Web Development -**App Academy *May* 2021

*Immersive 1000 hour software development course with a focus on full-stack web development. Topics included:*

*Algorithms, Data Structures, multiple FrontEnd and Backend frameworks and languages, pair programming etc.*