Iago Mendes

Software Engineer

iagomendes.com
github.com/iago-mendes
linkedin.com/in/mendes-iago
440-581-2598
iagobrazmendes@gmail.com

Education

Bachelor's Degree, Oberlin College
Computer Science & Physics Double Major — **Spring 2021 – Fall 2024**

- Overall GPA: **4.01** / 4.00. Major GPA: **4.03** / 4.00.
- STRONG (Science and Technology Research Opportunities for a New Generation) Scholar
- John F. Oberlin Scholarship Recipient
- Relevant Coursework:

Data Structures (**Java**)	Systems Programming (**Bash**, **C**)	Algorithms
Programming Abstractions (**Racket**)	Computer Architecture (**Assembly**)	Theory of Computation
Computational Modeling (**Python**)	Database Systems (**SQL**, **PHP**)	Machine Learning

Work Experience

Google – Bay Area, CA
SWE Intern, Wear OS — **Summer 2023**

- Used **Java** and **C++** to develop features on the **Android** operating system for smartwatches.
- Worked on three parts of the codebase, completing two additional projects beyond the initial scope.
- Collaborated with my team and others, including managers, input engineers, and UX designers.

STEP Intern, Google Assistant — **Summer 2022**

- Used **Angular** (**TypeScript**) to create reusable components for Google's issue-tracking platform.
- Used **Sass** and **Angular Material** to build a modern, intuitive UI with support for themes.
- Completed the entire development process: design doc, implementation, documentation, and launch.

Cruz Representações – Brazil (local sales company)
Full-Stack Developer — **August 2020 – August 2021**

- Used **React** (**JavaScript**) to build two front-end applications: an E-Commerce and an Admin System.
- Used **Node.js** to create a back-end server for **1,000+** clients, supporting offline access, spreadsheets, etc.

Research

California Institute of Technology (Caltech)
Summer Undergraduate Research Fellowship (SURF) — **Summer 2024**

- Will implement a **C++** code for controlling black-hole initial parameters in computer simulations.

Oberlin College
Academic Research, Honors Thesis — **Fall 2021 – Present**

- Developed a **C++** algorithm for describing black-hole surfaces in high-performance computing clusters.
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Projects

Stargazing Conditions Platform

- Developed mobile app (**React Native**) & website.
- **10,000+** installs & **1,000+** users on Google Play.

Audiovisual Pong Game

- Developed game in a website using **Blazor** (**C#**).

Telegram Bot Seller

- Built back-end bot using **Node.js** and **MongoDB**.
- Won **2nd place** in a Brazilian VTEX Hackathon.

Partial Differential Equation Solver

- Implemented numerical algorithms using **Python**.