Iago Mendes

Software Engineer

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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.
- Recipient of the Robert Weinstock Prize for Outstanding Achievement in Physics Coursework
- Awarded the Highest Honors distinction for Senior Honors Thesis
- Relevant Coursework:

Data Structures (Java)
Programming Abstractions (Racket)
Computational Modeling (Python)

Systems Programming (Bash, C) Computer Architecture (Assembly) Database Systems (SQL, PHP) Algorithms
Theory of Computation
Machine Learning

Work Experience

Google – Bay Area, CA

SWE Intern, Wear OS (Android)

Summer 2023

- Used Java and C++ to develop a debugging visualization tool for rotary input on Android devices.
- Used dependency injection with **Dagger** to create a SystemUI key listener for smartwatch modes.
- 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.** is 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, Senior Honors Thesis

Fall 2021 – Present

- Developed a C++ algorithm for describing black-hole surfaces in high-performance computing clusters.
- Used Python and ParaView for data analysis and visualization of black-hole simulations and tests.

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.