Iago Mendes

440-581-2598

github.com/iago-mendes

iago-mendes.me

in linkedin.com/in/iago-b-mendes

Software Engineer

<u>iagobrazmendes@gmail.com</u>

Education

Oberlin College - Oberlin, OH

Double Major in Computer Science & Physics, Astrophysics Concentration (September 2020 – May 2024)

- GPA: **3.97** / 4.00.
- Relevant Coursework: **Data Structures** (**Java**), **Algorithms**, Programming Abstractions (**Racket**), Systems Programming (**C**), Intro. to Computer Architecture (**Assembly**), and Astrophysics Research (**C++**).

Work Experience

Google - Mountain View, CA

STEP Intern

(June 2022 – September 2022)

- Used **Angular** (**TypeScript**) to create reusable components for Google's internal 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.

Oberlin College - Oberlin, OH

Resident Assistant

(September 2021 – May 2022)

Grader for Multivariable Calculus

(September 2021 – January 2022)

Cruz Representações - Brazil

Full Stack Developer

(August 2020 - August 2021)

 Used React, Next.js, Node.js and MongoDB to build an E-Commerce and Admin System for a local sales company, attending 1,000+ clients and supporting offline access, spreadsheets, PDFs and more.

Projects

Star View (Personal Project)

starview.one

(June 2021 – Present)

- Used React, Next.js, React Native and Expo to develop front-end for finding skygazing conditions.
- Increased platform distribution (Android, IOS and Web) while using the same language (TypeScript).
- 10,000+ installs and 1,000+ active users on Google Play.

Cinephix (Personal Project)

cinephix.com

(January 2021 – Present)

 Used React, Next.js, Node.js and MongoDB to build the front-end and back-end of a platform for cinephiles to discover movies and TV shows, organize them, participate in polls for the Oscars, and more.

Telegram Bot Seller (Group Project for Brazilian VTEX Hackathon)

2nd place out of 51 teams nationwide

(April 2021)

Used Node.js and MongoDB to build an automated seller connected with VTEX's platform in only 4 days.

Audiovisual Pong (Group Project for Systems Programming Course)

audiovisual-pong.vercel.app

(November 2021 – January 2022)

• Used **C#** and **Blazor** to develop a website Pong game version with audiovisual features.

STEM Guy (Personal Project)

stemquy.iago-mendes.me

(November 2020 – March 2021)

• Used **React**, **Next.js**, **Node.js** and **MongoDB** to build a STEM blog, including its API and admin system.

Text Counter (Personal Project)

textcounter.iago-mendes.me

(January 2021)

Used React and Next.js to develop a text editor website.

Activities / Leadership

Astronomical Olympic League

Content Director & Creator

(June 2019 – June 2022)

- Created free materials and events for students to study for Astronomy competitions in Brazil and in the world.
- Managed the Content Team, delegating tasks and maintaining a consistent production schedule.

Regional Astronomical Studies Center

Event Organizer, Content Creator, and Lecturer

(March 2019 - September 2021)

Organized Astronomy events like lectures in public schools, eclipse observations, advanced lectures, etc...

Honors / Awards

International Astronomy and Astrophysics Competition

Gold Honour

(July 2021)

• Awarded for performing in the competition among the **top 5**% of all participants around the world.

Ambassador Award for Excellent Encouragement

(July 2020)

Awarded to **the one** Brazilian ambassador who recruited the most number of students for the competition.

Silver Honour

(July 2020)

Awarded for performing in the competition among the top 10% of all participants around the world.

International Astronomical Search Collaboration

Preliminary Detection and Provisional Discovery of an Asteroid

(August 2021)

Contributed to Pan-STARRS partnered with NASA by observing near-Earth objects and Main Belt asteroids.

International Youth Math Challenge

Silver Honour

(July 2021)

• Awarded for performing in the competition among the top 10% of all participants around the world.

Bronze Honour

(July 2020)

Awarded for performing in the competition among the top 20% of all participants around the world.