

Jairo Mendoza

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Education

California State University, Dominguez Hills Carson, CA

May 2024

Bachelor of Science, Computer Science

GPA: 3.96/4.00

Relevant Courses: Introduction to Computer Science and Programming I & II, C Language Programming & UNIX, Software Development, Assembly and Introduction to Organization

Technical Skills

Intermediate: Java, Javascript/Typescript, Android Studio, Web Development

Beginner: Kotlin, Python, Golang

Experience

Honeycomb.io Remote

May 2022 - August 2022

Software Engineer Fellow

- Worked on the front-end for the company's website and collaborated alongside a team of engineers, designers, and product managers
- Implemented enhancements to the user experience, dealt with user-reported bugs, added tests to changes, and introduced new features to improve product's quality of life for users
- Technologies: React, Javascript/Typescript, Golang

Prodege Remote

May 2021 - August 2021

Technology Intern

- Developed a prototype app with Android Studio and Tencent's UGSV SDK to test new features that would potentially be implemented on a preexisting app
- Built a video editing app prototype where users can record, clip, add effects, add music, and customize their videos with the goal of increasing user interaction
- Technologies: Kotlin, Android Studio, Tencent's UGSV SDK

Personal Projects

Pokedex [Github Repo](#)

- Building a website that displays the first 151 pokemon
- Technologies: React, Javascript/Typescript, PokeAPI (JSON API containing Pokemon data)

RePushup [Github Repo](#)

- Developed an app that keeps track of pushups in reverse pyramid rep sets
- Technologies: Kotlin, Android Studio, Firebase

Professional Website [Github Repo](#)

- Developed a professional website to highlight some of my work as a university student
- Technologies: HTML, Javascript, CSS, Github Pages, Google Domains