

Anthony Mendez

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Education

University at Buffalo, The State University of New York

Expected May 2023

Bachelor of Science, Computer Science

GPA: 3.7/4.0

Courses: Intro to Machine Learning, Web Apps, Algorithms & Data Structures, Systems Programming, User Interface Design, Object-Oriented Programming

Experience

Software Engineer Intern • MemoryFox • React, JavaScript, CSS, HTML

Jun 2022 - Present, Buffalo, NY

- Spearheading refactoring of core feature, to improve customer experience by bolstering code quality
- Overhauling current implementation by introducing React Context API, improving state management among 6 components, creating autosave integration, and incorporating new style guidelines
- Participating in code reviews with peers and incorporating feedback creating scalable infrastructure

Business Analyst Intern • Everest Reinsurance • Python, Azure, Jira, Scrum

Jun 2021 - Aug 2021, Remote, US

- Organized a team of 3 interns to deliver an MVP automation solution projected to save \$30k annually
- Delivered 3 core requirements (parsing, processing, and uploading form data into Azure) by planning milestones, defining tasks precisely, and collaborating with cross-functional teams to inform decisions

Selected Projects

Software Engineer, Full Stack • [CodeHub](#) • Node, MongoDB, React, Heroku

Feb 2022 - May 2022, Buffalo, NY

- Applying knowledge gained in CS classes to deploy a product introducing a new way to present code tutorials
- Developed system design by defining tech stack and creating API standards to satisfy MVP requirements
- Engineered front end and back end for core features (e.g., authentication, CRUD, etc)
- Reduced computations on a busy page by 43% by switching to a native JS API resulting in smoother scrolling

Software Engineer, Back End • [Notify Weather](#) • Python, Electron, React

Apr 2022 - Apr 2022, Buffalo, NY

- Built a cross-platform desktop app suggesting to users what to wear based on current weather conditions through scheduled notifications. Used OpenWeatherAPI and the Plyr Python package
- Reduced memory use by implementing a sleep function executing API calls/notifications only at specific times

Software Engineer, Back End • [Canvas](#) • Python, JavaScript, Docker, HTML, CSS

Aug 2021 - Dec 2021, Buffalo, NY

- Created a portable canvas web app with Docker utilizing only built-in Python libraries implementing HTTP parsing, WebSockets, HTTP injection handler, encryption, and authentication to learn how they work

Skills

Back End Languages: Python (proficient), Node.js (proficient), C (proficient), C++ (familiar), Java (familiar), Swift (familiar)

Front End Languages: JavaScript (proficient), React.js (proficient), HTML (proficient), CSS (proficient), React Native (familiar)

Tech: Git (proficient), Figma (proficient), MongoDB (proficient), Docker (proficient), Postman (familiar), Electron (familiar), Azure (familiar)

Spoken Languages: English (native), Español (native), 中文 (beginner)

Volunteer

Interview TA • Codepath.org • Python

May 2022 - Present, Remote, US

- Mentoring and training students for technical interviews, resulting in increased collaboration in groups
- Developing problem solving skills by completing complex LeetCode challenges

iOS Tech Fellow • Codepath.org • Swift, iOS, Xcode

Jun 2021 - May 2022, Remote, US

- Lead instruction of the first Codepath course at the University at Buffalo covering iOS development