# Anthony Mendez

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## SUMMARY

Web and mobile software engineer, with 5-years of general coding experience and 2-years of full-stack development. Group leader who has led teams of up to 5 people in creating applications in 10-weeks time.

## EDUCATION

**University at Buffalo, The State University of New York**                      Jan 2021-May 2023

Bachelor of Science, Computer Science           **Courses**: Algorithms, Systems Programming, Data Structures, OOP

## EXPERIENCE

**Codepath.org**                                                                  Buffalo, NY

iOS Tech Fellow                                                                   Jul 2021-Present

- Led a successful iteration of Codepath's iOS course, where 90% of the starting cohort received a certificate of completion. Accomplished by facilitating instruction of 15 technical lab lessons introducing and demonstrating topics to students to aid the completion of 3 full-stack iOS applications (movie information app, Twitter, and Yelp clones).
- Taught OOP, database management using Pase4App, and designing the implementation of RESTful APIs on iOS

**Everest Reinsurance**                                                           Warren, NJ

Software Engineer Intern                                                          Jun 2021-Aug 2021

- Developed an automated Python script in an Azure Container that eliminates manual data entry from PDF to Excel. Projected to save $30k annually.
- Solution received a 90% average accuracy rating by using cross-validation testing using Azure Form Recognizer
- Coordinated project sprints and ensured every task was precise to the scope, resulting in 0 backlogged tasks

**IBM**                                                                           Buffalo, NY

Accelerate: Software Engineer Program                                            Jun 2021-Aug 2021

- Self-taught React and Node.js development by implementing a to-do app, JSON lookup page, MongoDB lookup with testing done by IBM software engineers.
- Collaborated with 5 other programs members using an agile methodology in our workflow

## PROJECTS

**Canvas**                                                                        Aug 2021-Dec 2021

Python, Javascript, HTML, CSS

- Created a public canvas drawing web app using no frameworks or external libraries with 4-teammates for an audience of students in a CSE course. Received an A+ based on usability and implementing custom: HTTP, AJAX, templating, and CRUD handlers. Other implementations include encryption, authentication, sockets, privacy, and security

**Yelpy**                                                                         Jun 2021

Swift, StoryboardUI

- Implemented a full-stack iOS Yelp clone for admission as an iOS Tech Fellow with Codepath.org. App pulled API data from Yelp utilizing Swift to populate views and Parse4App to store users. Created login/signup, messenger, map pages

**Malloc Implementation**                                                         Mar 2021

C, VMware Fusion

- Built a dynamic pool allocator to replace the built-in "malloc()" function as part of a course project. Learned how to design a solution,  perform system calls, and think about memory management. Received an A

## SKILLS

**Languages**: Python, React, JavaScript, Node.js, Swift, C                      **Version Control**: Git, GitHub
**Technologies**: Unix, VS Code, Xcode, Microsoft Azure, Android Studio          **Apps**: Google Suite, Canva, Lucid Chart, Notion