Anthony Mendez

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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

Skills

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

Experience

Codepath.org　　　　　　　　　　　　　　　　　　　　　　　　　　　　Buffalo, NY
iOS Tech Fellow　　　　　　　　　　　　　　　　　　　　　　　　　　　　Jul 2021-Present
- Developed 3 Full Stack iOS applications using Swift, all compiling with 0 errors on runtime, by implementing unit tests before pushes to production (Projects include: [Flixster](), [Twitter](), [Instagram]())
- Maintaining 90% graduation rate by teaching 15 engaging lessons per semester to help students develop 3 graded Full Stack iOS applications (Topics taught: Extracting API data, OOP, and UI design)

Everest Reinsurance　　　　　　　　　　　　　　　　　　　　　　　　Warren, NJ
Software Engineer Intern　　　　　　　　　　　　　　　　　　　　　　　Jun 2021-Aug 2021
- Saved the accounting division $30k annually by introducing an automation service that eliminates manual data entry
- Achieved 98% accuracy in parsing information from contracts by training Azure Form Recognizer on 45 models
- Co-developed Python backend that performed business logic on parsed data and uploaded results into a well-formatted CSV file which when tested against an inhouse format checker failed 0 out of hundreds of tests
- Coordinated 3 sprints for a team of 5 interns that missed 0 deadlines by ensuring every story was broken into small specific tasks that were precise to the scope

IBM　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　Buffalo, NY
Accelerate: Software Engineer Program　　　　　　　　　　　　　　　　　Jun 2021-Aug 2021
- Streamlined frontend development in React.js by predicting design conflicts and creating a style set for our projects. Saved the team 1 week in development time
- Learned Node.js and React.js by watching YouTube videos and creating a simple todo app with a team of 4 people

Projects

CodeHub | (React.js, Node.js, MongoDB, Docker)　　　　　　　　　　　　Feb 2021-Present
Full Stack Web Developer　　　　　　　　　　　　　　　　　　　　　　　[GitHub]()
- Developing an open-source code documentation tool that helps instructors explain code by inserting detailed comments which appear only when a student or user scrolls onto a new section of the code at their own pace
- Reduced latency in the main page [by about 43%]() by upgrading from a scroll listener to an optimized built-in JavaScript API

Notify Weather | (Python)　　　　　　　　　　　　　　　　　　　　　　Apr 2022
Backend Developer　　　　　　　　　　　　　　　　　　　　　　　　　　[GitHub]()
- Built a cross-platform desktop notification service that informs users of weather conditions and suggestions of what to wear by using OpenWeatherAPI and the Plyr package
- Improved performance by implementing a sleep function that activates the app at times specified by a user

Canvas | (Python, Javascript, Docker, HTML, CSS)　　　　　　　　　　　　Aug 2021-Dec 2021
Full Stack Web Developer　　　　　　　　　　　　　　　　　　　　　　　[GitHub]()
- Created a public canvas drawing app using no frameworks or external libraries with 3 teammates tested with 32 tabs
- Received an A+ based on usability and implementing custom handlers for HTTP, templating, and CRUD. Implemented encryption, authentication, sockets, privacy, and security