

# Mario Torres

Chicago, IL • email: [martorres@protonmail.com](mailto:martorres@protonmail.com) • GitHub: <https://github.com/mariotee>

## PROFILE

Well-rounded software engineering student eager to get into the field and build robust web-apps. I enjoy both front-end and back-end development. Aside from programming, I am an avid lover of most genres of music as well as music production. I am also fluent in Spanish.

## SKILLS

JavaScript • GraphQL • HTML5/CSS3 • C# • Python • SQL • NodeJS • Amazon Web Services • Azure • .NET Entity Framework • .NET Web API 2 • MongoDB • Mocha • React • Jest • Babel • Webpack • npm • git • Test-Driven Development • Mobile-First Web Design

## EDUCATION

### **BSE Computer Science & Engineering, Minor in Mathematics**

The University of Iowa

GPA: 3.25

05/2018 - 05/2019

## WORK EXPERIENCE

### **Software Engineering Intern**

IDx Technologies, Inc.

05/2018 - 07/2019

- Developed classes and Windows service for back-end of internal automation application
- Drafted a demo web application, complete with RESTful API
- Designed a mock database and scripted possible migrations in SQL

### **Audio/Visual Assistant**

University of Iowa, Carver College of Medicine

09/2016 - 05/2019

- Prepared equipment for high-profile medical lectures
- Performed routine checkups and troubleshooted issues
- Trained new hires for excellent customer service

## PERSONAL PROJECTS

(source code made public)

### **Enigma Machine Web**

React, Object-Oriented JavaScript

Remake of a C++ console application; the classes are modelled after the Enigma M3 encryption machine that was used by the Germans during WWII

### **Dad Jokes**

React, axios

Fetching random dad jokes from ICanHazDadJoke and using the Unsplash API to get a photo loosely related to joke text

### **My Dash**

React, Redux, axios, Express, Mongoose/MongoDB, Leaflet Maps

Practice making an admin dashboard app with React/Redux on the client and Express on the backend. Data is stored in MongoDB and validated with the mongoose ORM. Styled with Material UI