

Mikael A. Mendoza

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Objectives

Motivated B.S. in Computer Science student in last year of study aiming to become part of the Software Development industry. Main interests are Web and Mobile Application development.

Education

B.S. COMPUTER SCIENCE -*California State University, Northridge* -Expected graduation Spring 2017
Related Coursework: Web Engineering, Android Development, Multimedia Development, Object-Oriented Programming, Human-Computer Interaction, Algorithms and Data Structures, Software Engineering.

META+LAB PATHFINDER PROGRAM- *California State University, Northridge* -Spring 2017
Related Coursework: Web Development, PHP, MySQL, Web Engineering and Technologies.

Skills

PROGRAMMING LANGUAGES	C, C++, C#, Java, Android, HTML, CSS, JavaScript, PHP, Python, HTML, CSS, XML
FRAMEWORKS, PLATFORMS	AJAX, Google Maps API, Polymer 1.0, Web Components, Video.js, SpringBoot RESTful services, Node.js, Express.js.
STORAGE SYSTEMS	MySQL, MongoDB
SERVERS AND OS	Windows, OS X, Linux (Ubuntu, Debian and Fedora distros), Android and iOS, Apache, Tomcat.
AUDIO EDITING	Audacity, Ardour
STATISTICAL ANALYSIS	Minitab

Experience

APPLICATION PROGRAMMER/ WEB DEVELOPER/ ANDROID DEVELOPER

Living In Technology – CSUN Senior Design Project - August 2016- May 2017

Responsibilities: As part of an eight-person team, my activities as Software Developer for a Home Automation System included making use of Linux-based hardware and Web technologies to remotely control household devices. Lead developer of an Apache Reverse Proxy server for the main Hardware Interface; Research and Implementation of secure online communications using SSL/TLS; Software Developer for a SpringBoot based application; Android Developer in charge of design and implementation of mobile services for the System, by making use of Web API and RESTful services.

WEB DEVELOPER/ GRAPHIC DESIGNER *VlogMe – Multimedia Class project* – Oct-Dec 2016

Responsibilities: As a member of a five-person development team, I was in charge of the Design and Implementation of a User Interface for a video-blog forum, allowing users to reply to a Main Topic video with a Video Response, at specific points in the Main Topic; Layout Design, prototyping and implementation of the GUI; Front-end developer, in charge of basic functionality of Video switching and Data fetching using the Polymer library and JavaScript.

ANDROID DEVELOPER / GRAPHIC DESIGNER - *CSUN AppJam Competition* -March 2016

Responsibilities: Lead Android Developer in a four-person team developing a Navigation application utilizing the Google Maps API. Implementation and Debugging of Location services. Design and implementation of User Interface and Branding for the application. Production of marketing materials, including a promotional video and posters.

ANDROID DEVELOPER / GRAPHIC DESIGNER - *CSUN Accessibility Competition* -March 2016
Responsibilities: Android Developer in a four-person team developing a Navigation-based application utilizing the Google Maps API. Implementation and Debugging of Location services. Design and implementation of User Interface and Branding for the application.

REFERENCES AVAILABLE UPON REQUEST