Mikael A. Mendoza
SOFTWARE DEVELOPER
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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* - Graduating 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, 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: Part of an 8-person team developing a Smart Home System. 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 a 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.
Awards	**1st Place – CSUN ACCESSIBILITY COMPETITION NATIONAL – MAY 2016** Awarded First Place for Outstanding Performance for developing the *Strolling Around* Android application.