

Mikael A. Mendoza

SOFTWARE DEVELOPER

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Objectives	Recent graduate with B.S. in Computer Science aiming to become part of the Software Development industry. Main interests are Web and Mobile Application development.
Education	<p>B.S. COMPUTER SCIENCE - <i>California State University, Northridge</i> - Graduating Spring 2017 Related Coursework: Web Engineering, Android Development, Multimedia Development, Object-Oriented Programming, Human-Computer Interaction, Algorithms and Data Structures, Software Engineering.</p> <p>META+LAB PATHFINDER PROGRAM- <i>California State University, Northridge</i> -Spring 2017 Related Coursework: Web Development, PHP, MySQL, Web Engineering and Technologies.</p>
Skills	<p>PROGRAMMING LANGUAGES: C, C++, C#, Java, Android, HTML, CSS, JavaScript, PHP, Python, XML</p> <p>FRAMEWORKS, PLATFORMS: AJAX, Google Maps API, Polymer 1.0, Angular, Web Components, Bootstrap, jQuery, Video.js, SpringBoot RESTful services, Node.js, Express.js.</p> <p>STORAGE SYSTEMS: MySQL, MongoDB</p> <p>SERVERS, OS: Windows, OS X, Linux, Android and iOS, Apache, Tomcat.</p> <p>GRAPHIC DESIGN: Adobe Photoshop, Adobe Illustrator</p> <p>AUDIO EDITING: Audacity, Ardour</p> <p>VIDEO EDITING: VSDC, VLC, Windows Movie Maker</p>
Experience	<p>APPLICATION PROGRAMMER/ WEB DEVELOPER/ ANDROID DEVELOPER <i>Living In Technology – CSUN Senior Design Project – August 2016- May 2017</i> 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.</p> <p>FRONT-END WEB DEVELOPMENT INTERN <i>HushHush – February 2017 – May 2017</i> Responsibilities: Developing browser-based animations for company's website. Design and implementation of user interaction and animated responses using CSS and Javascript.</p> <p>WEB DEVELOPER/ GRAPHIC DESIGNER <i>VlogMe – Multimedia Class project – Oct-Dec 2016</i> 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.</p> <p>ANDROID DEVELOPER / GRAPHIC DESIGNER - <i>CSUN Accessibility Competition - March 2016</i> 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.</p>
Awards	<p>1st Place – CSUN ACCESSIBILITY COMPETITION NATIONAL – MAY 2016 Awarded First Place for Outstanding Performance for developing the <i>Strolling Around</i> Android application.</p>