

## **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. Expected graduation 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, APIs:** AJAX, Google Maps API, Polymer 1.0, Web Components, Video.js, SpringBoot RESTful services, Node.js, Express.js.

**STORAGE SYSTEMS:** MySQL, Mongo Db

**SERVERS AND OS:** Windows, OS X, Linux (Ubuntu, Debian and Fedora distros), Android and iOS, Apache, Tomcat.

**GRAPHIC DESIGN:** Vector Graphics, Adobe Photoshop, Illustrator, InDesign, GIMP and Inkscape, Basic 2D layout, character design

**AUDIO EDITING:** Audacity and 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**

**October-December 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**