

MONTY MONTANEZ

Software Engineer



904-601-9491



montanez2014@gmail.com



linkedin.com/in/montymontanez



Arizona

EDUCATION

University of Arizona (2021-Present): B.S. in Software Engineering

Maricopa Community College (2019-2021): General Education

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEERING INTERN

SNAP INC.

May 2023-August 2023

- Implemente user interaction metrics in Snapchat for button activity tracking.
- Resolve button functionality issue caused by overlapping view controller layers.
- Enhance user interactivity by enabling live photo toggling, editing, and saving.

BARISTA

STARBUCKS

September 2019-May 2023

- Prioritize the customer experience and operational excellence
- Cash management and product quality

SOFTWARE ENGINEERING INTERN

SNAP INC.

May 2022 - August 2023

- Collaborate with cross-functional teams including the AB Service team
- Practice agile methodologies to improve project efficiency, ensure flexibility and deliver high-quality software solutions
- Leverage tools such as GitHub/Git for version control, Jira for project management, and Google Docs for collaborative documentation
- Contribute to streamlined project operations

OPERATIONS SPECIALIST

U.S. Navy

June 2014-June 2019

- Oversee training of 45+ sailors in the proper operation of navigation charts, radar systems, and communication equipment
- Supervise the completion of pre-deployment certifying events
- Supervise the correction and inventory of 1,000+ navigational charts through successful deployments

SOFTWARE ENGINEERING INTERN

SNAP INC.

May 2023-August 2023

- Implement user interaction metrics in Snapchat for button activity tracking.
- Resolve button functionality issue caused by overlapping view controller layers.
- Enhance user interactivity by enabling live photo toggling, editing, and saving.

SKILLS

- | | | | |
|----------------------------------|-------------------------|----------------------|-------------------|
| • Software Development | • Engineering standards | • C/C++ | • iOS development |
| • Algorithms and data structures | • Java/Kotlin Skills | • Python | • Agile/Kanban |
| • Testing and maintenance | • C/C++ | • Objective -C/Swift | • Git/GitHub |
| | | | • Jira |

PROJECTS

BLACKJACK | SCHOOL PROJECT

- Developed an interactive, terminal-based Blackjack game in C as part of a college project.
- Focused on learning about errors and debugging.
- This project demonstrated proficiency in C programming, logical problem-solving, and an understanding of game development principles.

ALIEN INVASION GAME | PYTHON3 AND PYGAME | SEMESTER PROJECT

- Designed and developed a single-player, terminal-based Alien Invasion game using Python3 and the Pygame library. Successfully integrated key gaming features such as scorekeeping and high score retention across sessions.
- One of the main triumphs of this project was overcoming the hurdle of implementing a high-score board, a task that required intensive problem-solving and debugging skills.
- This project provided a deeper comprehension of Python's capabilities, particularly its application in game development, and helped me become more familiar with Python's libraries, showcasing Python's versatility beyond traditional applications.

HIDDEN MOMENTS (LIVE PHOTOS) | SNAP INC. | IOS DEVELOPMENT

- Tasked with implementing a user interaction metric through Blizzard. When enabled, the Live Photo configuration allows the user to toggle/untoggle the Live Photo button which will show if the photo is in "Video" or Photo" mode.
- Resolved a complex UI issue within the Snapchat application that was negatively impacting user experience. The issue originated from a view controller layer incorrectly overlapping the Live Photo layer, which made the Live Photo feature unresponsive to user interactions.
- Created a feature that enabled users to seamlessly toggle between "image" or "video" formats of live photos, edit them, and save them within the Snapchat application. This proved to be the most challenging part of my summer project, as I needed to learn and understand multiple points within the codebase and review 10,000 or more lines of code.
- This project allowed me to gain a deeper understanding of iOS development, Objective-C, and Swift.