

Naomi Mendoza

[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

Toronto, ON | (437) 559-7264
nmendo16@my.centennialcollege.ca

SOFTWARE DEVELOPER INTERN

UI Design | Java and C++ Programmer | Collaborative

- A design-oriented student of software engineering, specializing in Game Programming, possessing a unique skillset that spans across various digital disciplines
- Enthusiastic to find solutions, with a collaborative and results-focused mindset
- Works skillfully with iterative Agile Methodology for development processes.

TECHNICAL SKILLS

Development/Programming Languages: C, C#, JavaScript, Java, MERN stack, HTML, CSS3

Database Management: MongoDB, JDBC, Firebase, SQL/XML

Development Tools: Git/GitHub, Visual Studio Code, Eclipse, Replit, Unity

System Administration: Unix/Linux, Windows, and Mac

Technical Documentation: Architectural UML Diagrams, ERDs, Software System Requirements

Graphic Design: Blender, Krita, Clip Studio Paint, Canva, Flash/Animate, Photoshop

Productivity Tools: MS 365 Apps, Google Workspace, CRMs, CMSs, SaaS

EDUCATION

Game - Programming (Co-op) Advanced Diploma Sep 2023 - Present
Centennial College, Toronto, ON

Creative Thinking Course Jan 2024
LinkedIn Learning, Certificate

Programming Foundations: Object-Oriented Design Feb 2023
LinkedIn Learning, Certificate

Computer Systems Design and Programming June 2008 – Apr 2010
AMA Computer Learning Center, PH

Relevant Skills and Achievements Acquired:

Programmer of the Year 2009

C Language Programming Competition 1st Placer, 2009

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SELECT PROJECTS

PVP Game - SQUIDZ

- Currently Building a 2 Player game that battles each other in a duel as squids. SQUIDZ features a unique combat mechanic where players move depending on their weapon's recoil.
- Enhancing game UI, triggers, and user instructions for an intuitive experience.

Web App Development – Game Auction Site

- Currently developing a website that hosts auctions online for games
- Currently working designing the UI, testing and updating the functionalities and database

2D Unity Game - S.N.A.C.K.S.

- Collaborated in a team to create a 2D side-scrolling platformer game that features local snacks representing different regions of the world
- Developed the assets, animation, character designs, and the Game Design Document

WORK EXPERIENCE

Marketing Content Developer

Nov 2017 – Nov 2020

Freelancer, Manila, Philippines

- Conceptualized and developed content and engagement materials based on data analysis across social media platforms and ecommerce sites

Communications Trainer

Aug 2016 - Aug 2017

Alorica, Makati, Philippines

- Developed learning materials, and facilitated Language Skills Training Programs under the Financial, Sales, and Technical Accounts
- Records each employee's progress by handling data management and reports

Executive Accounts Manager

Apr 2015 – Aug 2016

RingCentral, Manila, Philippines

- Built strong business partnerships across 10,000 business' online communication by providing softphones and web meetings technology
- Managed our business partner's details by keeping track of their needs with Salesforce

INTERESTS

- **Physical Health & Fitness:** Outdoor activities including trail hiking, soccer, and dragon boating
- **Video Editing, Photography & Graphic Design:** Enjoys photography and creating short-form videos for social media platforms; Contributes graphic media content through remote jobs completed in the past; Creates digital paintings and art for passion and personal expression
- **Retro Games:** An avid retro gamer, including Pokémon Franchises, All of Harvest Moon Franchises, Earth Bound 2, Disney's Aladdin (DOS), Kart Race (Mirinae Software MS DOS)