Mario Daniel Jimenez Illesca

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EDUCATION

San Francisco State University, San Francisco, CA - *GPA 3.86*

B.S. Computer Science (expected May 2027)

Relevant Coursework: Data Structures & Algorithms, Linear Algebra, Probability & Statistics

HIGHLIGHTS

- Built and deployed production-ready full-stack applications used by real users, with a focus on scalable, user-facing products
- Experience owning features end-to-end across frontend, backend, and APIs
- Strong communicator who collaborates effectively with engineers, product stakeholders, and non-technical users

TECHNICAL SKILLS

Java, JavaScript, TypeScript, Python, C++, Node.js, REST APIs, SQL, Git, React

ENGINEERING PROJECTS

goalsforme.com (**TypeScript, Next.js, Firebase** – Full Stack)

- Designed and developed a production-ready full-stack web application for planning, tracking, and sharing personal goals
- Built backend pipelines that transform user input into structured and validated data
- Architected a serverless, real-time data system using **Firebase** Auth and **Firestore** to manage 60+ goals, 160+ projects, 600+ tasks, and 120+ habits across multiple users

Plotly.py - Open-Source Contribution (**Python**)

- Contributed to Plotly.py, a widely used open-source data visualization library, under mentorship from an industry engineer
- Designed and implemented backward-compatible changes to address crashes on datetime axes while preserving existing APIs
- Collaborated in an iterative, distributed development process using Git workflows

Budget Planner Web Application (**Node.js, Express**, **PostgreSQL**)

- Developed a full-stack budgeting application with user authentication, session management, and protected routes
- Designed **RESTful API** endpoints and relational database schemas in **PostgreSQL** to support income, expenses, and category-based tracking
- Led a team of four developers, coordinating feature development, code integration, and deployment to Render.com

EXPERIENCE & LEADERSHIP

Coding Teacher - Marin Horizon Middle School | Sep 2025 – Present

- Designed and delivered a coding curriculum introducing middle school students to programming
- Communicated technical concepts to non-technical audiences and adapted explanations based on feedback

Intern - Boyd Lighting | Jun 2025 – Aug 2025

- Built internal tools to upload, organize, and manage large datasets with authenticated access for internal teams
- Collaborated with engineers to propose improvements to documentation and internal tooling

Tutor - Computer Science, Mathematics, and Statistics | 2023 – Present

- Tutored high school and undergraduate students in **Python**, **Java**, **C++**, **statistics**, and **algorithms**