Fernando Barreto Mendoza
Software Engineer
Based in Chicago, IL

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I enjoy working in committed, kind and supportive software teams who are solving challenging problems. I've programmed in various languages throughout the years, but most recently in Javascript, Python, and PHP. My main drive comes from the enjoyment of building software, and although I have my preferences, I've worked on many parts of the software development pipeline.

Work

Software Engineer *(Jan 2020 - Jan 2022)* | **Senior Software Engineer** *(Jan 2022 - Feb 2023)* at **Hologram**

- Lead engineering team to build frontend and backend features for the customer-facing dashboard while working closely with the product development team.

- Developed and maintained REST API endpoints consumed by our React application.

- Developed and maintained a search service and documentation generation service used by our React application and their data pipelines. Wrote documentation to educate stakeholders and other engineers around their technical details and usability.

- Contributed to documentation across the REST API and various micro-services to better onboard developers.

- Contributed to development of internal component framework while working closely with designers.

Projects

Can't Decide | `github.com/phernandoe/cantdecide`
Small web app that takes user input and generates a 3-dimensional cube containing the input on each side, then simulates a dice roll. Created exclusively to make decisions for me.

What'sMyWinrate? | `github.com/phernandoe/whatsmywinrate`
Tool that calculates the win rate of League of Legends' accounts using the Riot Games API and displays it in a single page. Used Express.js to host the backend for retrieving and performing calculations, separating the logic from the front-end to better deal with CORS.

The rest of my personal projects can be seen at `github.com/phernandoe`. I work on them for fun and to learn.

Education

B.S., Computer Science, Ithaca College

- Implemented a backend system in Java used to scan and format text files into objects in a concept map.

- Developed an automated tagging system using NLP and web scraping libraries.

- Designed and developed an API and an interface to visualize object maps using Spring Boot.

Languages

Spanish
English