SEBASTIAN MENDO

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SKILLS

React.js, Javascript, Next.js, Node.js, Ruby on Rails, HTML, CSS, Tailwind, Firebase, SQL

EXPERIENCE

WEB DEVELOPER   Dec. 2022 - Present
iVisa
- Develop more than 30+ new features for chrome plugin.
- API integrations that allow the chrome extension to send and receive information needed.
- Develop automatization for autocomplete functionalities.

SOFTWARE ENGINEER
Bombo Peru S.A.C   July 2020 - Dec.2022
- Led architecture, design and development of 40+ new features across different applications.
- Designed and developed 50+ fron-end and back-end applications utilizing React.js, Node.js and TypeScript.
- Designed, developed and modified 20+ custom components.
- Develop and maintain 6+ web applications.
- Perform API integration and maintenance for payment services.
- Participate in code reviews to ensure code quality and distribute knowledge.

PORTFOLIO

PEERSPACE   (Rails, ReactJS, Redux)   live | github
Fullstack pixel perfect clone of Peerspace where users can rent places for events.
- Integrated Google API's, using maps and geolocation, to display a marker for the rentable location along with the latitude and longitude when it is created.
- Implemented Active Storage using Amazon Web Service (S3) to store images of the user rentals and his/her profile picture, in order to reduce the load on the server.

CHIMP CASINO   (MongoDB, ReactJS, Express, Node.js)   live | github
Multiplayer casino game
- Employed phaser to design the main floor. This allows us to implement the movement of the different characters that can be in the same lobby and manage the collision with the different games and the leaderboard.
- Incorporated socket.io as a server to create or join an existing lobby and display all the players. At the same time every action that the player does in a game is displayed in the chat of the game, we accomplish this by emitting to the correct socket.

BASKETBALL RUNNER (Vanilla JavaScript, Webpack, Canvas)   live | github
Infinite runner game
- Integrated HTML5 using Canvas to generate the environment of the game.
- Used sprite sheets to animate the move of the main character.
- Created an invisible hitbox for the main character and the obstacles to determinate the collision between these two and display the game over.
- Applied moving effects using canvas giving direction to objects every second to move the foreground and the obstacles.
- Integrated Firebase database to keep track of the highest scores registered on the game.

EDUCATION

Fullstack Software Engineer Program- *App Academy - San Francisco - USA | Winter 2019*
Industrial and System Engineer Bachelor Degree- *Piura University - Lima - Peru | 2013 - 2018*