# SEBASTIAN MENDO

+51 984 381 904          sebastian.mendo1995@gmail.com      **PORTFOLIO**      **GITHUB**      **LINKEDIN**

## SKILLS

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

## EXPERIENCE

**SOFTWARE ENGINEER**

*Bombo Peru S.A.C*                                                                                                    July 2020 - Present

- Produce multiple visual elements of web applications by translating UI/UX design wireframes into code, producing high quality markup using JavaScript, HTML5 and CSS3.
- Work with the UX/UI design team to improve existing applications.
- Perform API integration and maintenance with multiple external services.
- Full Stack developer, responsible for data integrity and implementing new functionalities in the app.
- Participate in code reviews to ensure code quality and distribute knowledge.

## PROJECTS

**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

**INDUSTRIAL AND SYSTEM ENGINEER BACHELOR DEGREE -** *Piura University - Lima - Peru   |   2013 - 2018*
**Web Development -** *App Academy - San Francisco - USA   |   Winter 2019*