

# Saul Mendoza

Los Angeles, CA 90019

## EDUCATION

### UNIVERSITY OF CALIFORNIA - RIVERSIDE, Riverside, CA

Bachelor of Science in Computer Engineering

**Relevant Coursework:** Data Structures, Object-Oriented Design, Assembly, RTOS, Operating Systems, Computer Organization & Architecture, Embedded Systems, Git, GitHub, Linux

## TECHNICAL PROJECTS

### [Air Quality Sensor \(Link\)](#)

- IoT device to gather real time air quality data.
- Companion mobile app created using Blynk to view data remotely.
- Technologies Used: C++, Arduino, Blynk, ESP8266 microcontroller, Multiple Sensors

### [Ping Pong Game \(Link\)](#)

- Designed and programmed Ping Pong on an LCD array.
- User controls Player 1 and Player 2 controlled by computer opponent.
- Technologies Used: C, ATMEGA1284p RISC based microcontroller, LCD Array, RTOS

### [Digital Door Lock System \(Link\)](#)

- Simulates a door lock system using a keypad.
- LEDs used to signify open/locked status.
- Error handling for incorrect passcodes.
- Technologies Used: C, ATMEGA1284p RISC based microcontroller, Digital Keypad, RTOS

## TECHNICAL SKILLS

- Languages: C, C++, Python, Java, SQL
- Embedded Systems: Microcontroller-based design, sensor integration, analog/digital interfaces
- Real-Time Systems: Interrupt handling, multithreading, scheduling, state machines

## PROFESSIONAL EXPERIENCE

**Lead Purchasing Manager | SUNCRAFT INDUSTRIES INC., | January 2012–September 2020**

**Client Support Specialist | SUNCRAFT INDUSTRIES INC., | July 2008–January 2012**