

# Thomas A. Mendez

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## EDUCATION

**Bachelor of Science in Arts and Entertainment Technologies** at *The University of Texas at Austin*, Austin, TX **May 2019**

- o Certificate of Elements of Computing

## WORK EXPERIENCE

**Associate Software Engineer** at *T-Mobile*, Frisco, TX

**August 2020 – Present**

*Software Engineer*

- o Works with team through full software development life cycle in order to deliver quarterly features and deliverables based on customer needs
- o Focuses on delivering front-end research, design, and features for internal team product in React and Vue
- o Developed back-end Java Spring GraphQL features along with GoLang microservices for internal team product
- o Works with Azure services, Microsoft Graph API, and added Microsoft Auth to front-end and backend applications
- o Created Natural Language Processing Python package intended to report non-inclusive words in project repositories
- o Ensures all front-end and back-end features have adequate unit test, integration test, end-to-end test, and fulfills story requirements
- o Performs pair programming and code reviews with teammates, ensuring code is highly efficient and follows code standards
- o Designs and documents expected features for team to develop for intended product

**Software Engineer** at *Surfboard*, Richardson, TX

**June 2019 – Mar 2020**

*Mobile Augmented Reality Development (Android & iOS)*

- o Prototyped persistent world-scale augmented reality using ARCore and ARKit
- o Prototyped Instagram like gestures for 3D object/text manipulation in ARKit
- o Worked with various Android and iOS libraries to develop features involving storage, sensors, geolocation, camera, and visual mapping
- o Designed and documented reusable modules for Android and iOS prototypes using MVC architecture
- o Used agile methodology and rapid prototyping practices

**Support Analyst Intern** at *Accenture*, Irving, TX

**June 2018 – Aug 2018**

*DevOps Engineer*

- o Worked in the development of creating a provisioning tool using Terraform, APEX, and RESTful Services, which would drive the provisioning of resources in Oracle Cloud Infrastructure
- o Created reusable Terraform modules for team use

## PROJECTS

**Single Page Application (Open Source Learning Management System)**

**Mar 2020 – May 2020**

*Software Engineer*

- o Developed an open source LMS intended for K-12 educational institutions using the MERN (MongoDB-Express-React-Node.js) stack
- o Experienced the entire development lifecycle, deployed, and documented the entire product for both Digital Ocean Droplets and AWS EC2
- o Source code and documentation: <https://github.com/thomasmendez/open-lms-blended>

## SKILLS

- o Trilingual: English, Spanish, Portuguese
- o Software Methodologies and Practices: Agile, Scrum, Rapid Prototyping
- o Design Thinking: IBM Enterprise Design Thinking

## TOOLS / SOFTWARE

- o Programming Languages: Python, JavaScript, Java, GoLang, Swift, C#
- o Front-End: HTML, CSS, ES6, Typescript, React, Redux, Vue, Vuex, Angular, Storybook, Bootstrap, Material-UI, Vuetify, Webpack, GraphQL, ESLint, Jest, Cypress
- o Back-End: Spring Boot, GraphQL, Express, Gin, PHP, Flask, SQLAlchemy, Swagger
- o Databases: Postgres, MongoDB, MySQL
- o Mobile Development: iOS (XCode), Android (Android Studio)
- o CI/CD Tools: Docker, Gitlab CI, Jenkins, Github Actions
- o Cloud Services: AWS, Azure, Digital Ocean, Google Cloud Platform
- o Data Mining: Classification, Clustering, Association Analysis, Dimensionality Reduction