

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
- o Works in the development of back-end GraphQL server features for internal team product
- o Works with Azure services, Microsoft Graph API, and added Microsoft OAuth to front-end and backend applications
- o Created Python package intended to report non-inclusive words present in a directory and suggest alternative words

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 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>

Room Scale Virtual Reality Game at *The University of Texas at Austin*, Austin, TX **January 2019 - May 2019**
C# Unity Programmer

- o Worked in an interdisciplinary team of 6 people to develop a room scale mystery / horror game over 15 weeks
- o Developed C# scripts for some of the VR mechanics in the game
- o Used scrum and agile methodology for the development of the game
- o Video game trailer: <https://www.youtube.com/watch?v=DBAIfF99wQ&feature=youtu.be>

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, Swift, C#
- o Front-End: HTML, CSS, ES6, React, Redux, Angular, Bootstrap, Material-UI, Webpack, GraphQL, ESLint
- o Back-End: Spring Boot, GraphQL, Node.js, PHP, Flask, SQLAlchemy
- o Databases: MySQL, MongoDB
- 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