

Thomas A. Mendez

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EDUCATION

University of Texas at Austin, Bachelor of Science in Arts and Entertainment Technologies *May 2019*
o Certificate of Elements of Computing

WORK EXPERIENCE

Software Engineer at *Surfboard*, Richardson, TX *June 2019 – Mar 2020*

Software Engineer / Mobile Augmented Reality Developer (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 unit and integration test for parts of the augmented reality prototype for Android and iOS
- o Used agile methodology and rapid prototyping practices

Provisioning Automation for Oracle Cloud Infrastructure Intern at *Accenture*, Irving, TX *June 2018 – Aug 2018*

Support Analyst (DevOps Engineer Intern)

- 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.js-Node.js) stack
- o Experienced the entire development lifecycle, deployed, and documented the entire application for both Digital Ocean and AWS
- o Live application: <https://open-lms-blended.org/>
- o Source code and documentation: <https://github.com/thomasmendez/open-lms-blended>

Dynamic Website (Google Cloud Platform) at *The University of Texas at Austin*, Austin, TX *Aug 2018 – Dec 2018*

Software Engineer / Full-Stack Developer

- o Create a dynamic website showcasing all the laureates, their awards, and their country of origin with a team of 5
- o Worked with SQLAlchemy and the Google Cloud Platform to make sure webpages were deployed properly
- o Developed static pages using HTML and CSS
- o Gitlab Project: <https://gitlab.com/thomasmendez/cs329e-idb>

Custom Store Brand Website at *The University of Texas at Austin*, Austin, TX *Aug 2018 – Dec 2018*

Full-Stack Developer

- o Worked with another full-stack developer to create a potential website for a future clothing brand
- o Used the LAMP (Linux-Apache-MySQL-PHP) stack to develop the application

SKILLS

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

TOOLS / SOFTWARE

- o Programming Languages: Python, C#, Swift, and Java
- o Front-End: HTML, CSS, JavaScript, ES6, React.js, Angular, Bootstrap, Pug, Babel, Webpack
- o Back-End: Node.js, PHP, Flask, SQLAlchemy, MySQL, PL/SQL, MongoDB
- o Mobile Development: iOS (XCode), Android (Android Studio)
- o Unit Testing: Mocha, Jasmine, Chai, Enzyme, Junit, XCTest
- o CI/CD Tools: Jenkins, Gitlab CI, Github Actions
- o Data Mining: Classification, Clustering, Association Analysis, Dimensionality Reduction