ANTONIO MENDOZA
Junior Software Developer

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OBJECTIVE
- Currently a second-year student enrolled in the Computer Systems Technology -Software Development program at Mohawk College; pursuing a co-op position to gain experience in a technological or development-based work environment, eager to collaborate with others and provide assistance for software projects by applying the coding practices that I have learned during my studies, in addition to the unique skill set I have acquired in the music business.

SUMMARY OF SKILLS
- **Strong Attention to Detail** – Passionate about ensuring end-user satisfaction and overall functionality
- **Critical Thinking** – Think of all liabilities and issues that may arise before working on a project, developed by thinking on the spot during my time as an intern for recording.
- **Collaborator** – Excellent communication skills looking to provide value within a team and collaborate in order to produce a quality product
- **Effective Learner** – Understand concepts quickly and with ease, and eager to apply what has been learned, as shown by self teaching myself around different programs whether coding software or music related.
- **Reliability** – Devoted to being a team player and strive to be present and aware of the responsibilities my position brings.

EDUCATION
Computer Systems Technology –
Software Development (Co-op)   **September 2022 – Present**
Mohawk College   Hamilton, ON
- Currently enrolled in Semester 4 of the advanced diploma program
- Available for co-op for 4 or 8 months beginning May 2024
- Current GPA: 75%
- Relevant Courses: Data Structures & Algorithms, Software Quality & Testing, Server-Side Web & Client-Side Programming, Programming in .NET & Java, Object Oriented Systems, Database Theory

Ontario Secondary School Diploma (OSSD)   **September 2017 – June 2021**
Cathedral Highschool   Hamilton, ON
- Graduated with Honors (80%+ GPA)
- Participated in co-op within school, helping in the Auto/Mechanic shop, where I gained foundational experience working in a team

TRAINING AND CERTIFICATIONS
- *Worker Health and Safety Awareness Training* (January 2024)

TECHNICAL SKILLS

Java	• JavaScript	• Python	• C#	• React Native
Shell	• HTML5	• CSS	• PHP	• SQL

WORK EXPERIENCE

Music Producer/Engineer (Freelance)   **November 2017 – Present**
Self Employed   Hamilton, ON
- Currently self managing an instrumental/beat business under the name Antonio Lamar; amassed a total of 5,000+ subscribers on YouTube and over 2 million+ overall views
- Create and sell instrumentals to interested customers and handle business transactions
- Mixing and Engineering for artists based on commission

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Intern Recording Engineer –   **June 2019 – September 2020**
Main Stage Rehearsal Studios

Hamilton, ON
- Participated in a Network Program ran by the youth organization (NTRL Development) and quickly became the main recording engineer, which led to interning for the network program and having a key role in the program's operation
- Helped plan, troubleshoot, set up and record artists and musicians in the studio, while also provided mixing services
- Have technical knowledge about setting up and connecting audio equipment, and digital audio workstations (DAW)

VOLUNTEER EXPERIENCE
Halloween For Hunger   **October 2019 – October 2020**
WE Charity   Hamilton, Ontario
- Volunteered in Cathedral Highschool's annex for a charity named Halloween for Hunger to help raise money.

PROJECTS

Java Quiz Game Assignment   **March 2023**
- Used Java to create a Windows GUI application game where user inputs a guess for questions that are about Java.
- The program had the functionality to keep score of the users correct answers or ends the test if they answered over 3 incorrect answers.
- Was given the opportunity to submit the assignment to be showcased for the Mohawk College open house for new students interested in Computer Systems Technology programs.

"Dodge the Raindrops!" Web Video Game   **April 2023**
- Created a web application video game using JavaScript, HTML, and CSS named "Dodge the Raindrops!" where the user must use the keyboard arrow keys to avoid touching a raindrop object, and keeps track of how many objects they have dodged
- Implemented logic for collisions, keyboard movement, score count, random speed for individual raindrops

Media Collection Console App .NET Assignment   **November 2023**
- Created a C# .NET Console app where a text file is read into the program which contains media and its corresponding information, such as song name, book title, or a movie name with its year of release and author or artist name. Program is highly modularized implementing course concepts such as encapsulation, polymorphism, inheritance, file reading and interfaces
- Implemented logic for selections to list all songs, movies or books in alphabetical order
- Implemented an algorithm to search through all media by the user's specific string, which will then only list the options which match closely to the string inputted