

# Vincent Martinez-Puentes

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## EDUCATION

**University of California, Riverside**  
Bachelor of Science - Computer Science

September 2018 - June 2024

## PROFESSIONAL EXPERIENCE

**Sawtooth Systems, Full Stack Software Engineer** September 2024 - Present

- Deployed and maintained a robust video web application for livestreams and recordings by using **full stack** solutions including: **React**, **NextJS**, **JSX**, and **Python**, etc.
- Developed video processing tools such as: trimming, bookmarking, screenshots, and more by leveraging **JavaScript**, **Go**, **FFmpeg**, and **Nginx**
- Built **Docker** containers of the application for extensive third-party testing of vital components
- **Managed** a small team to dynamically reflect video clips across different IP addresses and ports thus reducing server-side load up to 85%
- Designated **Subject Matter Expert** for all issues relating to video portal development

**San Diego Sheriff's Dept, Networks/Cybersecurity, Student Worker** April 2022 - 2023

- Installed, configured, and maintained **network devices** such as servers, firewalls, and switches
- Installed environmental monitoring system using **APC Peripherals** where all data center devices could be viewed in real time with temperatures, humidity, voltage readings, etc.
- Analyzed and mitigated 10+ distinct security threats on edge devices via **CrowdStrike**

**Friendify Project, Spotify API Web Application, [link](#)**

- Developed a 3rd party web application using the **Spotify API** to visualize user listening data
- Used **Flask** to facilitate backend routing and handling user session details
- Employed **Python** to handle unit tests, gather and parse user information from the API, and to create external helper functions for the Flask server
- Dramatically increased load speed of the website via caching data in **MongoDB**
- Designed responsive **HTML** pages using **CSS** and **JavaScript**
- Applied critical **Agile** development strategies such as Sprints, Scrums, and Reflections

**Text Based RPG Project, C++ Software Application, [link](#)**

- Led a development team creating a **C++ Application** allowing users game interaction
- Utilized the **Composite UML Pattern** to build out our classes while simplifying code structure
- Composed unit tests for classes with 85% code coverage using **GoogleTest** and **CMake**, ensuring the robustness of our software
- Developed using **Agile** methodologies for proper team code management
- Established **GitHub** as a **DevOps** tool to manage tasks, develop workflows, and track issues

## TECHNICAL SKILLS

- |                      |                             |                              |
|----------------------|-----------------------------|------------------------------|
| • C++                | • Unified Modeling Language | • Agile Software Development |
| • Python             | • MongoDB (Database Tool)   | • Oracle VM VirtualBox       |
| • GoogleTest         | • SQL (Database Language)   | • Linux OS                   |
| • HTML, CSS, JSX/TSX | • Next.JS                   | • Tailwind                   |

## RELATED COURSES

- |                        |                         |                                  |
|------------------------|-------------------------|----------------------------------|
| • Software Engineering | • Software Construction | • Machine Learning               |
| • Compiler Design      | • Computer Networks     | • Data Structures and Algorithms |