

Jairo Mendoza

jairomendoza.cs@gmail.com | www.jairom.com | <https://github.com/jairo-mendoza>

Education

California State University, Dominguez Hills Carson, CA

May 2024

Bachelor of Science, Computer Science

GPA: 3.92/4.00

Relevant Courses: Data Management, Data Structures, Analysis of Algorithms, C Language Programming, Software Engineering, Assembly and Introduction to Organization, Programming Languages

Technical Skills

Intermediate: Java, Javascript/Typescript, Android Studio, React

Beginner: SQL, AWS, Kotlin, Python, Golang

Experience

Amazon Seattle, Washington

May 2023 - August 2023

Software Development Engineer Intern

- Visualized millions of rows of user engagement metrics relevant to 60+ internal teams through charts by developing a full-stack application
- Connected the frontend with the backend by setting up an API integrated with a Lambda function
- Utilized AWS's CDK to maintain and define the cloud infrastructure
- Technologies: React (using Typescript), Java, SQL, AWS (CDK, API Gateway, Lambda, & Redshift)

Honeycomb.io Remote

May 2022 - August 2022

Software Engineer Intern

- Collaborated on Honeycomb's front-end alongside a team of engineers, designers, and product managers
- Implemented enhancements to the user experience, dealt with user-reported bugs, added tests to changes, introduced new features to improve the product's quality of life for users, and shipped changes
- Learned about data visualization and how to receive, process, and display data
- Technologies: React, Javascript/Typescript, Golang

Prodege Remote

May 2021 - August 2021

Technology Intern

- Developed a prototype app with Android Studio and Tencent's UGSV SDK to test new features that would potentially be implemented on a preexisting app
- Built a video editing app prototype where users can record, clip, add effects, add music, and customize their videos with the goal of increasing user interaction
- Technologies: Kotlin, Android Studio, Tencent's UGSV SDK

Personal Projects

Pokedex [Github Repo](#)

June 2022 - January 2023

- Created a website that displays the first 150 existing pokemon
- Retrieved data from an API and displayed data in tables, added adaptable designs based on the Pokemon's type
- Technologies: React, Javascript/Typescript, PokeAPI (JSON API containing Pokemon data)