Resume

Hard-working junior software engineer with intention of getting more experience and improving my range of skills to solve complex problems in the real world.

Personal details

Jorge Mendez

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Skills

JavaScript (React, NodeJS, Webpack, SocketIO, Mapbox, Jest, Playwright)

CSS (Ionic, Bootstrap, Styled components)

TypeScript

Ruby on Rails

Python (SciKit learn, Django, Pandas)

Cloud Computing in Heroku and AWS (Elastic Beanstalk, CloudFront, S3 and Route 53)

Knowledge on DevOps (CI/CD using github actions)

PostgreSQL

Languages

Spanish

English

Education

Sep 2019 - May 2022

BSc Software Engineering with Honours
University of Stirling, United Kingdom
- Modules covered requirement analysis, system design, architectural patterns such as MVC, unit testing and integration testing, basics of Data Science and AI.
- Won the prize for excellent performance in year 2, year 3 and year 4.
- Won the prize for best Computing Science dissertation. The project consisted on a new Image Captioning algorithm that integrated common-sense knowledge to achieve better results. Predictions were then displayed on a React application where users could rate them. Live site: https://knocal-net.herokuapp.com/

Udemy (Online programming courses)
- Machine Learning and Data Science with Python.
- NodeJS: From Zero to Expert.
- Web development with HTML5, CSS, JS, AJAX, PHP, and MySQL.

Employment

Jun 2021 - Present

Junior Front-end Developer
Trubshaw Cumberlege, ltd, Edinburgh, United Kingdom
- Mainly involved in the development of a frontend React application for an integrated social risk management platform from scratch, which allows to evaluate risks for key assets, set alert states and report incidents using a browser map library (MapBox).
- Introduced responsive web design for some of the apps in the platform using libraries such as Ionic and Bootstrap along with media queries to achieve a fully mobile friendly experience.
- Took an active role in a study that seeked to analyse the feasibility of implementing a Machine Learning algorithm to automate the alert states for different regions in the countries we operate in.
- Integrated Hotjar with the intention of being able to understand how people use the platform.

Jan 2021

Online Freelancing
Upwork
- Improved the UI of a browser parchis game by adding mobile friendly features and general UX changes.
- Developed and launched an server API to allow the game to be embedded on other websites.

Relevant Side Projects

Spunchers (https://spunchers.herokuapp.com/)
Spunchers is a Multiplayer Online shooter videogame that runs on browsers. Developed with NodeJS and Socket.io for RTC.

DragJoystick (https://jorgelmh.github.io/dragjoystick/)
JS package that provides the functionality to implement a draggable joystick for mobile games