

Juan Mendoza

Software Engineer II

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 github.com/mennymendoza

Technical Skills

Languages: C#, Python, Golang, C++, Typescript, Javascript, SQL, PHP, Ruby, Dart

Frontend/UI: ReactJS, VueJS, Flutter, HTML5, CSS3, Sass, Blazor

Backend: ASP.NET Core, Entity Framework Core, Django, Flask, Laravel, Hapi, Ruby on Rails

Infrastructure: Docker, Docker Compose, Kubernetes, Helm, RabbitMQ, Terraform

Developer Tools: Visual Studio, Visual Studio Code, Neovim, Git, GitHub Hooks, Gitlab CI/CD, Figma

AI/ML/DA: Keras, Tensorflow, Pandas, Numpy, Matplotlib

Cloud/HPC: Google Cloud Run/Functions, Google Cloud Compute, BigQuery, Looker, Firebase, Dataform

Database Management Systems: PostgreSQL, SQL Server, MySQL, SQLite

Work Experience

Parsec Education

April 2024 - November 2025

Software Engineer II

Fresno, CA

- Designed, built, and managed scalable cloud architecture, making strategic decisions to optimize performance and cost-effectiveness
- Built and optimized end-to-end ETL pipelines using Python and Golang, automating complex data workflows and increasing data processing efficiency
- Leveraged Google Cloud Platform (GCP) services, including virtual machines, serverless solutions (Cloud Functions), and data analytics tools (BigQuery, Cloud Storage) to enhance operational efficiency
- Engineered dynamic reporting applications in Golang, providing real-time analytics and reporting solutions for stakeholders
- Replaced costly third-party solution with Go microservice, saving the company approximately \$26,000 per year

Serpa Packaging Solutions

April 2022 - April 2024

Applications Engineer/Software Engineer

Visalia, CA

- Engineered a robust Ubuntu Server application using ReactJS, ASP.NET Core, and gRPC to smoothly interface with multiple packaging machines
- Deployed application backend and a Microsoft SQL Server database using Docker Compose, optimizing deployment efficiency and enhancing scalability and maintainability
- Utilized the MVP architecture to craft a highly adaptable and maintainable Windows Forms application in .NET, ensuring a flexible and scalable solution for an optimal user experience

Computer Science Department, Fresno State

Spring 2022

Research Assistant

Fresno, CA

- Enhanced functionality in an open-source sensor-logging Android application written in Java, customizing it to produce CSVs with acceleration and gyroscopic data
- Led a diverse development team in developing an intelligent gait-based authentication application using machine learning

Education

California State University, Fresno

May 2022

Bachelor's of Science, Computer Science

Research

Tablet Compaction Simulation using Machine Learning

Aug 2021 - May 2022

Stress vs. strain prediction for compaction behavior in pharmaceutical research

- Spearheaded the development and prototyping of a comprehensive pipeline for stress vs. strain simulation using machine learning
- Orchestrated the design, training, and rigorous testing of multiple shallow and deep neural network models utilizing Keras and Tensorflow frameworks
- Collaborated seamlessly within a dynamic international, interdisciplinary team, fostering cooperation to achieve project objectives