# Euan Mendoza

effectfree.dev

📍 Sydney, Australia

📞 +61 434 283 426

✉ work@effectfree.dev

in euan-mendoza-b19629190

## EMPLOYMENT

| | |
|---|---|
| *July 2023 – Current* | **UTS Tutor** |
| | Broadway (UTS), New South Wales |
| | • 41080 Theory of Computer Science – Spring 2023 |

| | |
|---|---|
| *March 2023 – Current* | **Private Tutor** |
| | Sydney, New South Wales |
| | • Develop worksheets |
| | • Actively engage with student and support their learning. |

| | |
|---|---|
| *March 2022 – Current* | **Soundsplore Tech Consultant** |
| | Los Angeles, California (virtual) |
| | • Responsible for coordination of design, development and business teams. |
| | • Business Analysis/Project Management responsibilities. |
| | • Performed UX research. |
| | • Flutter/Mobile Software Engineer. |

| | |
|---|---|
| *September 2020 – September 2022* | **Kmart Retail Assistant** |
| | Hornsby, New South Wales |
| | • Responsible for working in a team to stock the store. |
| | • Lead new team members in learning to work safely amongst the equipment and maintain presentation standards. |

## EXPERIENCE

| | |
|---|---|
| *July 2020 – Current* | **Tech Team/Developer** |
| | Macquarie University, Google Developers Club |
| | • Develop and create workshops and example projects. |
| | • Educate and share knowledge and experience. |
| | • Contribute ideas and thoughts. |

## PORTFOLIO

| | |
|---|---|
| Matrix Library Template | • Developed a Template C++ matrix library template for university students to utilise. |
| | Source Code: https://gitlab.com/BebopBamf/matrixtemplate |

| | |
|---|---|
| Ray Tracer | • Implemented a high performance multi-threaded physically based renderer in rust based on the ray tracing in one weekend book. |
| | • Reimplemented parts in glsl compute shaders and vulkan. |

## IN ACADEMIA

| | |
|---|---|
| The Complexity of Algebraic Isomorphism Problems (Honours Project) | • Studying the structural complexity of algebraic isomorphism problems over finite fields |
| | • Crosses the domain of abstract algebra, linear algebra, representation theory, advanced algorithms and theoretical computer science. |
| | • More Information |

## TECHNICAL SKILLS

**Languages**
Haskell – Highly Proficient
Rust – Highly Proficient
Typescript/Javascript – Highly Proficient
Elm – Highly Proficient
Dart – Highly Proficient
C++ – Proficient
F# – Proficient
Agda/Coq – Proficient
Elixir – Proficient
C# – Proficient
Python – Know Well

**Experience, Knowledge and Tools**
- Agile and Scrum Workflows.
- Atlassian Suite (Confluence, Jira, Trello).
- System Admin Tools such as RHEL Linux, Cloud Services (AWS), and nginx.
- Databases, specifically PostgreSQL and Microsoft SQL server
- Many backend frameworks, such as servant, ASP.NET, Actix Web, and phoenix.
- Common backend protocols such as REST, GraphQL, WebSockets.
- Front end frameworks such as React and Vue along with state management libraries such as Redux.
- Authentication and identity services such as Auth0 and Okta.
- Research tools such as Latex Typesetting, Bibliography Management Software (Endnote/Zotero), Type Theory and HoTT with related proof checking frameworks (Agda and Coq).

## EDUCATION

*February 2021 – Current*
### Studying towards Bachelor's degree in Computer Science (Honours) Enterprise Systems Major (Second year onwards)
Faculty of Engineering and Information Technology, University of Technology Sydney.
- Honours project is to develop a efficient worst-case algorithm for the p-group isomorphism problem.
- Studying pure mathematics (Abstract Algebra, Combinatorial Algorithms and Linear Algebra).
- Also have done extensive software architecture and software design within the degree.

*February 2020 – November 2020*
### Studied Bachelors of Science with a Computing Specialisation (First year)
Department of Computing, Macquarie University

## OTHER INTERESTS

- Black Belt in Karate.
- Completed 2 100 plus kilometer hikes.
- Hi-Fi Audio.
- Journalism and Literature.

## REFERENCES

Available on Request