

# Javier Moncada

Dallas, TX | contact@javierm.me | JavierM.me

## SKILLS

**Programming:** Java, Typescript, Javascript, C#, C, Vue, HTML/CSS, Python

**Concepts:** Data Structures, Algorithms, Object-Oriented Programming (OOP)

**Frameworks:** Express.js, React.js, Node.js, Material UI, Mantine, Bootstrap

**Applications:** IntelliJ IDEA, Webstorm, Visual Studio Code, Figma, Adobe (Photoshop, Lightroom), OBS Studio

**Languages:** English (Main), Spanish (Intermediate)

## PROJECTS

**Account System**, Typescript, Mosaiq

October 2024 - Current

- Created a backend system to handle the creation of user and admin accounts to be used for any and all software created by Mosaiq
- Used **Okta JWT** for a double token authorization system to secure the login system from attackers
- Developed the **REST API** to handle 100% of communication with any front end systems and the authorization servers to create accounts, send tokens, and check if tokens are authorized users.

**Web Application in collaboration with Brigham & Women's Hospital**, Typescript, WPI

March 2024 - May 2024

- Worked in an **11 person team** applying Agile development methodologies and software design patterns in the creation of a web application prototype running the cloud for Mass General Brigham Hospital.
- Used **6 tools** in the creation of the site which include React.js, Typescript, Material UI, Express, Prisma ORM, and PostgreSQL
- As a full-stack software engineer, I helped gather software requirements by participating in brainstorming sessions, creating user stories, scenarios, and storyboards. I was responsible for writing the Site Navigation and the Hero Page components of the application
- As a product owner, I maintained the product backlog and sprint backlog with over **100 tasks**. I also coordinated the team's sizing and prioritizing of user stories.

**Bounty Hunt**, Java, Personal Project

August 2021 - June 2024

- Over **2600** players/servers have used this mod within their own game to help them better their experience
- Created a Minecraft Java mod that allows for players to track and set multiple bounties within the game.
- Allowed for easy creation and collection of bounties by implementing a custom GUI system.
- Used 2 external Libraries including the Fabric Libraries and Minecrafts libraries and Java to create **12+** different systems, managers, Injects
- Created a centralized data system to store and track **8 data points** for each user that joins a server.

**Airline Hubs and Flights Analysis**, Java, WPI

March 2023 - May 2023

- Used different algorithms for traversing graphs (Breadth, Depth, Dijkstra's, FloydWarshall) to determine the best route of available nodes for different types of conditions.
- Calculated longest and shortest single flight distances and the graphs average.
- Found longest flight path of connecting nodes for the two closest airports and compared all the flights paths efficiency

## EXPERIENCE

**Lead Software Engineer**, Mosaiq, Worcester, MA / Remote

October 2024 - Now

- Directed a team of **12 engineers**, adopting Agile methodologies to increase the delivery speed of our software by **30%**, resulting in the on time launch of our in house software to increase our productivity.
- Established and led the development of a scalable account/user system to be used by all Mosaiq software.

**Instructor**, iD Tech, Dallas, TX

May - July 2023, May - July 2024

- Teaching youth students, K-12, the world of STEM.
- Created puzzles challenges to help students display their knowledge of programming, video game development, and the world of video development.

## EDUCATION

**Worcester Polytechnic Institute (WPI)**, Worcester, MA

Bachelor of Computer Science

**Related Courses:**

Object-Oriented Analysis and Design, Operating Systems, Software Engineering in collaboration with Brigham & Women's Hospital, Algorithms, Foundations of Computer Science, Computer Networks, Discrete Mathematics, Systems Programming Concepts, Object-Oriented Design Concepts, Introduction To Program Design, Social Implications Of Information Processing