

Mark Renzo Manuel Santiago

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SKILLS

Frontend: HTML, XML, CSS, JavaScript (ES6+)

Backend: C++, Python, Java, Node.js

Version Control: GIT

Databases: MongoDB, SQL

Frameworks/Libraries: Flask, React, Redux, LESS, Express, Mocha, Webpack

Deployment: Nginx, Jenkins, Digital Ocean

EDUCATION

University of California, Merced

B.S Computer Science and Engineering

August 2018

EXPERIENCE

Zedge Inc. | Remote

Software Engineer - Frontend

April 2018 – Present

- Utilized **React and Redux** to build a new product for a company in Norway with a small team of 3 Senior Engineers
- Architected solutions towards building new functionality, implementing new UI, and fixing current issues in the application
- Cooperated in weekly dev meetings to discuss a variety of topics regarding development and overview new wireframes

SAP | Palo Alto, California

Software Engineering, Intern

May 2017 – November 2017

- Created new **RESTful APIs** with **JavaScript** to replace hard coded components with dynamic services for their search module
- Refactored the search module to allow different applications to utilize a centralized search service via **AMQP** messages
- Improved data indexing time from 3 minutes to nearly a second by replacing their messaging protocol from HTTP to AMQP
- Learned Dependency Injection through developing new modules for their application

8x8 Inc. | San Jose, California

QA Engineer, Intern

May 2015 – August 2015

- Designed and developed the test automation framework (**Java**) used to locate issues and shorten manual testing time
- Performed automated and manual tests with a team of two against regression issues and bug fixes
- Created documentation on utilizing the framework and steps to performing proper manual testing

PROJECTS

CypherHub (Python/Flask/MongoDB/Semantic-UI)

June 2017

- RESTful web application that assists dance competitions manage bracketing and participant admissions
- Deployed the web service on a Digital Ocean instance using Nginx
- Worked with a small team of 6 to deliver CypherHub to multiple dance competitions for alpha testing

HackMerced: '2017f' (Node.js/JavaScript/React/Redux/Hapi)

September 2017

- Contributed to an **Open Source** repository and collaborated in the development of the HackMerced website
- Utilized JavaScript, React, and Redux to create a volunteer signup application for this year's Hackathon

'NachOS' Operating System (Java)

June 2016

- Implemented several major operating system subsystems with a team of 4
- Learned operating system concepts such as Threading, Virtual memory, Schedulers, etc.

ACTIVITIES

HackMerced | Director of Engineering

May 2017 – April 2018

- Coordinated between other directors to ensure each department of the organization is running smoothly
- Lead a team of 19 Software Engineers and 3 Product Managers to build open source software for the organization
- Mentored the engineering department team and provided a positive atmosphere for each team

Association for Computing Machinery | Event Coordinator

August 2014 – May 2015

- Scheduled events by creating a budget plan and itinerary of the event with a team of 5 members
- Reserved rooms and handled funding requests for all events and meetings

Hacktoberfest | Participant

October 2017

- Opened and merged a total of 15 pull requests among 3 different open sourced repositories

AWARDS

HackMerced 2.0 – Best Domain Name Hack

Finjan Mobile Defense App Challenge – 2nd Place and featured in a yahoo article