Michael Mena
Software Developer

Passionate developer guiding others in web, mobile, and game development. Fosters collaborative learning environments through clear communication and unwavering patience, ensuring everyone thrives on their technical journey.

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📱 9546628925

🔖 leothelegion.net/

⌗ github.com/LeoTheLegion

WORK EXPERIENCE

Software Developer
Florida Atlantic University

01/2022 - Present
Achievements/Tasks

- **Eliminated manual form creation** by developing a web app for faculty, improving data accuracy by 75%.
- **Developed a real-time team activity web app** for executives, boosting visibility and enhancing decision-making by 33%.
- **Revamped the Continuing Education website**, driving a 60% increase in web traffic over 12 months.
- **Created a course listing update tool**, reducing admin overhead by 75% and speeding up updates by 200%.
- **Cross-trained a graphic designer in development**, increasing team capacity by 50% and improving project turnaround times by 50%.
- **Built a program tracker tool**, doubling project management efficiency and streamlining decision-making.
- **Revamped automated proposal approvals**, streamlining future development and adding QoL improvements, doubling efficiency.

Digital Media Developer
Florida Atlantic University

01/2021 - 12/2021
Achievements/Tasks

- **Developed a data integration solution**, merging Wrike and FAU data for centralized access and improving reporting, driving a 100% improvement in decision-making.
- **Created Power BI reports** for executives, delivering insights that boosted decision-making efficiency by 50%.
- **Launched a new website for online program**s, improving user experience and doubling traffic within 3 months.

IT Intern
Florida Atlantic University

12/2017 - 12/2020
Achievements/Tasks

- **Automated proposal approvals via email workflow**, reducing turnaround time by 75%.

TECHNICAL SKILLS

Programming Languages
JavaScript TypeScript, Java, Python, C#

Web Development
Vue.js, Nuxt.js, ASP.NET, Express.js, Tailwind CSS, Microsoft's Power Platform

DevOps Tools
Git, GitHub Actions, Nginx, Ubuntu Server Administration, Docker, Cloud platforms (AWS, Google Cloud, Azure),

Game Development
Unity, MonoGame (2D Game Development)

Mobile Development
Android Studio, Xamarin, Google Play Store

Additional Skills
Unit Testing ,oAuth, Google Analytics, GitHub Copilot, Wrike Admin

EDUCATION

Bachelor of Computer Science
Florida Atlantic University

12/2020

CERTIFICATES

Certificate in SQL Programming (04/2022 - 07/2022)
Florida Atlantic University

Executive Certificate in Business Analytics
 (02/2021 - 05/2021)
Florida Atlantic University

ACHIEVEMENTS

Game Development Competition (Top 20%)
 (05/2020 - 06/2020)
Top 20% (36th/223) in 2020 GameDev.tv Jam! Developed 2D platformer "Artemis" (team of 5). Honed game design & programming skills while fostering teamwork through communication, problem-solving, & deadline management.