

Steven Mendoza

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Summary

Backend engineer building API-driven systems within production SaaS environments. Hands-on experience stabilizing authentication flows, implementing multi-tenant data isolation, and evolving database schemas across .NET and Python-based architectures. Final-year Cybernetic Electronics Engineering student with a systems-oriented approach to software design.

Experience

Software Engineer (Full-Stack)

Panama (Remote)

NetForemost

Oct 2025 – present

- Led stabilization and redesign of authentication and onboarding flows in a multi-tenant .NET SaaS platform affected by broken signup and invitation logic.
- Implemented organization-scoped signup and login workflows, including OTP-based verification, company provisioning, and token-based invitation handling.
- Introduced multi-tenant account state enforcement (verified account + company membership) before granting access, ensuring consistent authorization boundaries.
- Performed database schema evolution through entity refactoring and controlled migrations within a logically isolated multi-tenant model, enabling stable onboarding of first external client companies (early adoption stage, fewer than 10 companies)

Projects

Hermes Services

Jan 2025 – present

DevOps-as-Code platform and PyPI package for automating multi-server deployments and environment management.

- Designed and implemented a DevOps-as-Code platform enabling automated multi-server deployments and reproducible environment provisioning
- Architected backend services with Django REST, Redis, and PostgreSQL to support CI/CD-driven infrastructure workflows
- Packaged core deployment logic as a reusable Python library published on PyPI

Quackternion

Apr 2025 – present

Interactive 3D simulator applying spatial transformations using quaternions. Currently in a stable maintenance phase.

- Designed backend services to process and persist quaternion-based spatial transformations
- Implemented automated PDF/LaTeX report generation pipeline from computed transformation data
- Built and deployed a backend-driven fullstack application with Django REST, PostgreSQL, and containerized infrastructure

Eulerian Hades

Jan 2024 – Dec 2024

Learning and problem-solving platform for engineering students. Initial version delivered; further development planned.

- Designed a modular architecture for managing educational content, problem sets, and user progress tracking
- Implemented API endpoints and data models using Django REST and PostgreSQL, with Redis-based caching strategies

Skills

Backend Technologies: .NET (ASP.NET Core), Python, Django REST Framework

API & Architecture: API design, authentication & account lifecycle modeling (JWT, OAuth2), domain modeling

Databases & Caching: PostgreSQL, Redis, MongoDB

DevOps & Infrastructure: Docker, Nginx, GitHub Actions (CI/CD), Google Cloud Platform (GCP)

Frontend: React, JavaScript, Flutter

Languages: English (C1 – Professional), Spanish (Native)

Education

Universidad Tecnológica La Salle (ULSA)

Nicaragua

Bachelor's Degree in Cybernetic Electronics Engineering

Jan 2022 – Dec 2026

- Strong foundation in systems thinking, applied mathematics, and structured problem-solving
- Academic focus on computer networks and software system modeling