Eric Mendoza

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Software Engineer with 8+ years of experience architecting distributed systems impacting millions of users

PROFESSIONAL EXPERIENCE

Senior Software Engineer | LawnStarter | Austin, TX 09/2025 - Present

- Identified a systemic schedule distribution error that stranded jobs due to cache lock leaks and exception gaps, then designed and implemented a solution cutting failures by 99.7% from ~1,300/week to ~3.6/week.
- Designed and developed a dynamic pricing initiative, migrating Cleanup and Weeding services to self-serve pricing resulting in 116% sales, 79% delivered jobs, and 42% revenue YoY.
- Designed and implemented a recommendation carousel across mobile and web apps, delivering up to 27.6% CTR and emerging as the redesign's only season-independent win.

Senior Software Engineer | GameGrid | Austin, TX 10/2024 - 09/2025

- Architected and launched 5 gaming and engagement experiences spanning lottery, multiplayer, and social-reward mechanics, reaching 15K+ monthly users and increasing games played by 5%.
- Led the standardization of the engineering delivery lifecycle, establishing coding, PR, and testing standards, lower-environment validation, deployment controls, and backend architecture patterns across projects.
- Redesigned game transaction architecture, replacing Redis-based locking with atomic transactional workflows to improve consistency and prevent invalid intermediate states.
- Architected and built a player administration dashboard by standardizing backend transaction and game models, enabling unified tracking of player activity and currency flows.

Senior Software Engineer | Yalo | San Francisco, CA 10/2021 - 09/2024

- Redesigned Yalo's notification delivery pipeline removing memory leaks and reworking image processing for notification templates, resulting in a latency reduction of 99.75%, from 40s to 100ms.
- Led the integration of Meta's latest Cloud API features into Yalo's architecture, designing and launching a one-click carousel template that increased interactions by 33% and sales by 10%.
- Architected and launched a context framework for bot flows, enabling 7 MVPs and adoption by 20+ CPG brands, documented the feature and trained peers, which led to higher engagement and sales.
- Contributed to the architectural redesigning of Yalo's campaign messaging pipeline, replacing hard-coded throughput limits, lifting the 5M audience cap, and adding gRPC streaming and recovery mechanisms.
- Designed and built an internal platform for Customer Success and Sales, reducing campaign creation time by 39% and report generation time by 98%.

Full Stack Engineer | SchoolAid | Guatemala 04/2019 - 09/2021

- Designed and developed a WebRTC video conferencing server and web client supporting 50+ concurrent participants per call, powering a remote learning platform for students.
- Designed and developed a real-time chat service with group messaging, roster management, offline messaging, and push notifications using XMPP, Erlang, Ruby, and JavaScript.
- Led development of 5 full-stack applications from design to deployment, serving 20K+ users, including a school marketplace and payment microservice integrating VISA and FAC APIs.

Jr Software Engineer | Health Center UVG | Guatemala 10/2017 - 09/2018

SKILLS

Languages	Go, TypeScript, JavaScript, Java, Python, Erlang, Ruby, PHP, SQL, Kotlin
Frameworks & Data	Laravel, React, RN, Next.js, Vue.js, PostgreSQL, MongoDB, Redis, Kafka, GraphQL, gRPC
Cloud & Infrastructure	GCP, AWS, Kubernetes, Docker, CI/CD, Datadog, WebSockets, WebRTC, XMPP
Other	LLMs, RAG, LangChain

EDUCATION

Universidad del Valle de Guatemala | Bachelor of Science, Computer Science (Summa Cum Laude) 2019

Universidad de Granada | Erasmus+ Exchange Student, Computer Science 2018