

# ELIJAH MENTCH

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## SKILLS

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Languages: Java, SQL, JavaScript/CSS/HTML, Python  
Technologies: Git/Gitlab, Bash, Jira, Maven, Docker, Kubernetes  
Frameworks/Libraries: Spring/Spring Boot, JUnit, Mockito, Agile methodology  
Soft Skills: Goal Oriented, Verbal/Written Communication, Analytically Driven

## EXPERIENCE

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**Kohl's** Remote  
*Associate Software Engineer* April 2022 - Present  
**Infosys** Milwaukee, WI  
*Associate Software Developer* March 2021 - March 2022

- Trained in Java, DBMS, and Data Structures, Spring and Angular
- Contracted to financial company to implement backend microservices using Spring, SQL, and AWS

**West Bend Country Club** West Bend, WI  
*Cook* June 2015 - March 2021

- Worked in a fast-paced environment, prioritizing various tasks and responsibilities at once to prepare food in a timely manner
- Displayed great work ethic and enthusiasm under pressure

## EDUCATION

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**University of Wisconsin-Madison** Madison, WI  
BS Computer Science *GPA: 3.7* September 2017 - May 2020

## PROJECTS DURING UNIVERSITY

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**2048 Game** *JavaScript/CSS/HTML* <https://elijahmentchwebsite.azurewebsites.net/Game>  
A clone of the hit game '2048', uses cookies to save high score between sessions

**Graphics Town** *JavaScript*  
School project that utilizes the THREE.js library to create a town of objects using shaders, lighting, meshes, and other graphics components

**IPv4 Router** *Python (Switchyard)*  
School project in which I made a simplified router that responded to ARP requests, maintained a route lookup table, and learned routes dynamically to handle the forwarding of Internet data packets

**Mock Language Compiler** *Java (JLex/java\_cup)*  
Semester-long school project in which I made a compiler (scanner/parser/semantic analyzer/code generator)

**Mock Language REPL** *Haskell*  
School project in which I made an evaluator, parser, and REPL in a functional programming language