Andres Rodriguez Michel

Details

Address

Phone

Email

GitHub

Dosx001

Education

California Polytechnic State University, San Luis Obispo, CA BS Physics

Languages

Python, JavaScript, TypeScript, C++, HTML, CSS, SCSS, Bash, LabVIEW, MATLAB

Frameworks

PyUnit, Selenium, Bootstrap, Django, Electron

Libraries

Matplotlib, NumPy, jQuery, Coverage.py, Google Test, Mousetrap

Package Managers

APT, pip, npm, Chocolatey

IDE / Text Editors

Vim, Visual Studio Code, Visual Studio, Android Studio, PyCharm

Operating Systems

Windows, Linux, Ubuntu

Other

Git, Markdown, CMake, Makefile, Microsoft Office, Photoshop, AJAX, Arduino

Personal Projects

My Resume GitHub repo

Summer 2021

• This resume was created using HTML and CSS

AnimeCalendar.github.io: website GitHub repo

Winter 2021 - Present

- Built an interactive website using <u>JavaScript</u>, <u>HTML</u>, <u>CSS</u>, <u>TypeScript</u>, <u>SCSS</u>
- Users can create their own calendar by picking from all 58 Summer 2021 anime
- Offers quick and easy access to each anime streams like Hulu, YouTube, etc.
- Records and displays user's watch history
- Offers multitude of hotkeys, allowing users to navigate the site without a mouse
- Coded a <u>Python script</u> with <u>Selenium</u> to web scrape and creates a JSON file containing currently airing anime titles, air times, cover art, and stream links

AliasMe: Bash script GitHub repo

Winter 2021

- Executes user generated static and dynamic Linux commands
- Collaborated with Taiwan based partner

Git Tools: Linux Bash Prompt GitHub repo

Fall 2020 - Summer 2021

- Programmed 4 <u>Bash</u> functions to display Git info on the Linux Terminal
- Color codes and displays every unstaged file inside a Git directory
 - o 17 different color codes; red: delete, purple: rename, yellow: edit, green: staged
- Displays the latest Git commit, number of Git stashes, and current Git branch

Mini-RPG: game GitHub repo

Summer 2020

- Linux terminal game, written in <u>C++</u>, where a player tries to escape a maze while fighting randomly spawning enemies in turn-based combat
- Tested code using Google Test
- Created <u>Bash scripts</u> to automate tests, generate coverage report, and run exe files

Work Experience

BEACON: Student Assistant

Summer 2018 - Fall 2020

- Worked with a diverse multidisciplinary team from three universities to design an antenna to detect neutrinos
- Took ownership of various projects like simulating antennas, analyzing data, etc.
- Analyzed large volumes of data for hundreds of simulations using <u>Python</u>, <u>Matplotlib</u>, and <u>NumPy</u>
- Communicated with team through phone/video calls, Slack, and weekly meetings

Relevant Coursework

Data Structures || **Fundamentals of Computer Science**

Spring 2020

- Programmed projects using Object Oriented Programming
- Debugged and tested code using PyUnit and Coverage.py
- Assisted more than dozens of peers with their assignments and debugging code

Quantum Physics Laboratory I || II

Fall 2018 || Winter 2019

- Used Python in weekly technical reports for data visualization and data analysis
- Gave two technical presentations explaining experimental lab results

Physics on the Computer

Snring 20

- Solved complex physics problems by coding simulations and data manipulation
- Utilize numerical methods like Monte-Carlo, interpolation, parameter optimization

Leadership Experience

Cal Poly Chess Club: Event Coordinator

Fall 2017 - Spring 2018

• Collaborate with cabinet to plan and organize public events

Ballet Folklórico de Cal Poly: Public Relations
Maintain the public image and online presence of club

Fall 2016 - Spring 2017