

# Jonathan Rodriguez

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## Education

Cal Poly Pomona | Pomona, CA | 3.74 GPA

*expected graduation May 2023*

**Major:** Computer Science

**Related Coursework:** Java Programming, Linux commands, Shell scripting, Algorithms

Cerritos College | Norwalk, CA | 3.74 GPA

*2021 – 2023*

**Major:** Computer Science for Transfer

**Related Coursework:** Data Structures, Discrete Mathematics

**Honors:** Dean's List

## Workforce Development

LuminosityLEDs | Front-End Developer | [GitHub link](#)

*October 2023 – Present*

- As a Front-End Developer for LuminosityLEDs, I contribute to the project's mission to control LED brightness and color through software. Using an Agile Scrum methodology, I participate in one-month sprints, ensuring seamless communication through weekly standup meetings and enhancing development processes through sprint reviews and retrospectives. I collaborate with the development team using Git and GitHub, maintaining version control for code changes. Additionally, I manage software components efficiently through Chocolatey, and I write robust code using NodeJS. My involvement in this open-source project demonstrates my proficiency in React, TypeScript, and various tools like Confluence, Jira, VSCode, and TailwindCSS.

Domino's | Assistant Manager

*October 2021 – February 2023*

- As an Assistant Manager at Domino's, I led a team of cashiers and drivers to ensure the smooth operation of the store. I emphasized teamwork and upheld company standards in a fast-paced environment. This role allowed me to develop my leadership skills, enhance collaboration, and maintain high standards of quality, skills that I now apply to my technical pursuits.

## Campus Affiliations

Member | CSS Pomona

*August 2023 – Present*

- Attending meetings with other CS majors to network and participate in workshops.

## Technical Skills

**Programming Languages:** Java, Python, HTML, CSS, JavaScript, Typescript, git, SQL

**Tools:** Confluence, React, Jira, Docker, VSCode

## Relevant Projects

InfectionAssignment | Java | [Github link](#)

*Fall 2023*

- Collaborated with a group of five peers to implement a grid-based disease spread simulation model using the Individual class within the InfectionAssignment. Developed a simulation engine that tracked disease transmission, recovery rates, and population dynamics. Demonstrated proficiency in Java, object-oriented programming, and simulation design in a team-based environment.