Daniel A. Rodriguez II

Web Developer | Full-Stack Developer

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SKILLS

Tech Stack: JavaScript, HTML, CSS, Hardware, Software, Mongoose, MongoDB, Express.js, Node.js, EJS, React.js, MERN-Stack

Other: Troubleshooting, Jenkins, Adobe Premiere, GitHub, JIRA, Active Directory

PROJECTS

The Container Shop:

Mongoose, MongoDB, Express.js, React.js, Node.js, HTML, CSS, JavaScript   12/2022

- A Single-Page Application that is Full-Stack.
- Designed an ecommerce website with full MERN-Stack implementation.
- Developed app with user login and signup functionality.
- Employed the use of adding items to a cart.

Banking App/Ridanso:

Postgresql, Django, Tailwinds, JavaScript, HTML, CSS   11/2022

- Implemented the use of Postgresql and Django to create the back-end functionality of the app.
- Users can login and logout of the app by creating an account.
- Integrated the use of OAuth to the app so users can also log in with their Google Account.
- Users can create a checking or savings account with the desired amount.

Post-Box:

Node.js, Mongoose, MongoDB, Express.js   10/2022

- Designed a web app like Twitter/Reddit for a user to post what they like on the page.
- Implemented a way for the user to login using the OAuth and Google.
- Integrated the use of Node.js and Express to make sure users couldn't access certain areas of the app without making an account or being logged in.
- Employed the use of EJS templates to make up the web pages for the user to see and interact with.

BlackJack:

HTML, CSS, JavaScript   09/2022

- Built a webpage game based on the card game 21 BlackJack rendering a playing field for the Dealer and Player.
- Created a way to check if the Player wants to Hit or Stay.
- Developed the winner phase to find out if the Dealer won over the player or if the Player won over the Dealer.

EXPERIENCE

General Assembly, Online   09/2022 - 12/2022

Software Engineer

- Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Big 5 Sporting Goods, Riverside, CA   10/2020 - 03/2022
Technical Support Technician
- Conducted in-depth product and issue resolution research to address customer concerns.
- Trained and supported end-users with software, hardware and network standards and use processes.
- Devised solutions to operations issues related to POS System and Registers.
- Provided Tier 1 IT support to non-technical internal users through desk side support services.

Amazon, San Bernardino, CA   08/2017 - 05/2020
FC Associate
- Evaluated merchandise for irregularities, flaws or damage prior to packing.
- Unloaded deliveries into warehouses and arranged contents in designated storage areas.
- Managed goods in inventory by observing a first- in/first-out approach to keep shelves organized and properly stocked.

Infinity Ward, Woodland Hills, CA   08/2016 - 08/2017
QA Tester
- Escalated issues discovered during QA testing to QA Lead, facilitating rapid resolution by supplying detailed information on fault parameters and replicability.
- Identified and evaluated recurring problems in video game tests, providing detailed documentation of issues for amelioration efforts.

Disney Interactive Media Group, Glendale, CA   03/2015 - 08/2016
QA Engineer
- Debugged code and located root causes of problems by reviewing configuration files and logs.
- Produced and maintained consistent technical documentation using Agile.
- Worked with the software development team on reported errors and bugs on newly released software and assisted in deployment of release fixes.

Activision Blizzard, El Segundo, CA   08/2014 - 12/2014
QA Tester
- Provided feedback for online gaming performance, measuring qualitative impacts of factors such as latency, download speeds and other network considerations.
- Wrote and submitted comprehensive bug reports, providing details on factors such as ease of replication, severity and other metrics.

EDUCATION

General Assembly, Online   09/2022 - 12/2022
Software engineering immersive program focused on building the skills to create full-stack applications as well as providing an in-depth understanding of computer science fundamentals, algorithms and data structures through project development

Ancora Corporate Training, San Bernardino, CA   06/2019 - 11/2019
Certificate of Completion: Information Technology

Westwood College, Los Angeles, CA   07/2010 - 01/2014
Bachelor of Science: Video Game Development