Rudy Rodriguez

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Skills

React.js, JavaScript, Node.js, Ruby on Rails, jQuery, SQL, Git, HTML5, CSS3, MongoDB, Python, Perl, C++

Experience

Software Engineer

Shypwright, Jan 2018 - Aug 2018
- Added initial end to end testing framework using Python and Docker Compose to allow developers to test code in a production-like environment on their own machine.
- Explored machine learning with Python ML stack. Delivered graphical comparisons of different ML algorithms for predicting power generation based on weather forecasts.

Software Engineer

OPSWAT, Nov 2008 - Dec 2017
- Progressed through multiple levels at company: Intern to Software Engineer to Team Lead to Manager.
- Led several improvements to company tech and culture, especially in the realm of automated deployments using VMWare ESX Servers, TeamCity CI, C++, C#, and Perl testing frameworks.
- Used Visual Studio to add features and fix bugs in C++ multithreaded codebase.
- Provided technical guidance to new engineers: Git, continuous integration, design, and Perl.
- Helped produce first antivirus market share reports by designing a MySQL database, parsing incoming XML from clients and writing SQL queries to display statistics on a frontend using the XML/SWF Charts library.
- Maintained a website scraper in C++ and implemented workarounds to pull information when data was not available in an API or website by reverse engineering antivirus products.

Projects

Zelp   live site | github

A clone of Yelp built using Ruby on Rails and React.
- Implemented cookie-based authentication and encrypted password using Bcrypt.
- Created CRUD backend APIs serving JSON generated by JBuilder.
- Designed responsive frontend layout with React, CSS & CSS grid.
- Used Active Storage to facilitate configuration of storage between local and AWS S3 storage backends.
- Combined use of Yelp APIs and website scraping in Node.js to create compelling seed data.

Phacer   live site | github

2D car race game built on MERN stack.
- Encrypted HTTP payloads to prevent users from manipulating high scores.
- Utilized Socket.io to add a global chat for users on the home page.
- Utilized Phaser library to implement game physics and rendering.
- Token based authentication with JWTs and Passport.js

SF Motorcycle Parking   live site | github

Data visualization of available parking for motorcycles in SF built with D3 and CSS.
- Combined D3 library, Webpack and Github pages resulting single page SVG zoomable map.
- Authored transition, hover, and zoom effects for quick navigation through each parking spot using D3.
- Took in GeoJSON, CSV, and JSON as input datasets to render map paths and parking spots.
- Used CSS Grid and Javascript for dynamic resizing of SVG map.

Education

App Academy @ San Francisco (January-March 2019)
Immersive 100 hour a week software development course focused on full stack web development with <3% acceptance rate. Emphasizes pair programming.

Cal State East Bay @ Hayward (2008)
BS - Computer Science with emphasis on networking. Minors in Math & English.