

Rudy Rodriguez

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

Projects

Zelp

[live site](#) | [github](#)

A clone of Yelp built using Ruby on Rails and React.

- Utilized Ruby on Rails and Postgres SQL to implement cookie-based authentication.
- Created backend APIs to store and retrieve information about restaurants and user reviews.
- Designed responsive frontend layout with React, CSS & CSS grid.
- Used Active Storage to facilitate configuration of storage between local and S3 storage backends.

Phacer

[live site](#) | [github](#)

2D car race game built on MERN stack.

- Built backend with Node.js, Express.js, Mongo DB & Passport.js for storing users and their 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.
- Utilized Passport.js and Bcrypt to implement token based authentication.

SF Motorcycle Parking

[live site](#) | [github](#)

Data visualization of available parking for motorcycles in SF built with D3 and CSS.

- Self taught D3 library in 2 days resulting in SVG zoomable map.
- Authored transition, hover, and zoom effects for quick navigation through each parking spot using D3.
- Utilized geojson for map rendering, taking examples from version 3 and upgrading them to version 5.

Experience

Software Engineer

Shypwright

Jan 2019 - Aug 2019

- Added initial end to end testing framework using Python and docker-compose. Mimics production deployments scenario on a developer machine.
- Exploratory machine learning with Python ML stack. Delivered solution for predicting power production and consumption based on weather forecasts.

Software Engineer

OPSWAT

Nov 2008 - Dec 2017

- Progressed through multiple levels at company: Intern → Software Engineer → Team Lead → Manager
- Praised for ability to take black box projects and clarify the real status and details of how things work.
- Led several improvements to company tech and culture, especially in realm of automated deployments.
- Worked in Visual C++ multi-threaded codebase. Primarily used Visual Studio to add features and fix bugs.
- Provided technical guidance to new engineers: Git training, continuous integration design, and Perl master.

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 Easy Bay @ Hayward (2008)

BS - Computer Science with emphasis on networking. Minors in Math & English.