

Sabath Rodriguez

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EDUCATION

Salt Lake Community College, Salt Lake City, Utah Cumulative GPA: 3.2 January 2018-May 2021
The University of Utah, junior, Salt Lake City, Utah August 2020-present
B.S.: Computer Science, Minor in Physics
Relevant coursework: *Software Practice I, Software Practice II, Computer Networks, Probability and Statistics, Computer Organization, Algorithms, Programming Languages, Databases*

SKILLS

Java, Python, C++, C#, JavaScript, MySQL, LINQ, C, Linux, GIT

INTERNSHIP EXPERIENCE

Software Engineer Intern | Healixir Health, Salt Lake City, Utah May 2020 – August 2020

- Used MVC model to help develop Android application.
- Used Java primarily to work on front end logic and design.
- Optimized existing code base for faster and more efficient running times
- Implemented photo insertion/picking tool to work natively within app for better user experience

WORK EXPERIENCE

Math/Physics Tutor | Salt Lake Community College January 2022 –present

- Help other students understand and review material from Math 980-1220
- Encourage other students to achieve independence and success in their academic journey
- Coordinate with peers to help students who might need multiple tutors and different approaches to learning a difficult subject

PROJECT EXPERIENCE

Portfolio Website *individual* May 2022-present

- Implemented MVC architecture which allows for easier debugging and easy adjustments.
- Created a website using HTML, CSS, and JS which allows for a lightweight application.
- Created a website using the previously mentioned programming languages and architecture to show other software applications created.

Spreadsheet *Coursework Project | Collaborative* January 2021 – May 2021

- Used TCP sockets to send, receive, and update spreadsheet data from remote server running in Docker container.
- Used compression tools to store and retrieve data locally to users' machine.
- Primarily used C++ to develop server.
- Primarily worked on server to accept and handle incoming network requests from hosts and creating independent threads for each one.

Multiplayer video game *Coursework Project | Collaborative* August 2020-December 2020

- Programmed client-side interface using C# to receive incoming data from remote server
- Programmed server-side code to send JSON data to clients