**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