

# Victor Rodriguez

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## EXECUTIVE SUMMARY

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Dynamic and Energetic Software Engineer, with 2 years of experience in developing financial products to achieve optimal quality, safety, and profitability. Focused, analytical, & eager to solve complex problems.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C++, C#, Golang, HTML, Javascript, Coldfusion, Prolog, SQL, Kotlin  
**Libraries / Frameworks:** Unity Engine, Hashicorp Vault, Pytest, Pillow, NodeJs, Selenium, Django,  
**Developer Tools:** Git, Docker, Jenkins, Jira, VS Code, Linux, Terraform, Shell, Visual Studio, PyCharm, IntelliJ

## EXPERIENCE

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### Bloomberg

July 2022 - February 2024

*Software Engineer*

*New York, NY*

- Utilized Golang and Hashicorp Vault to develop a high performance, highly reliable & scalable SAAS Platform through Microservices to safely create, store, & retrieve sensitive data for 30+ critical teams in the trading space.
- Created a REST API for internal clients, promoting seamless integration with the internal cloud network, increasing adoption rates by 60%.
- Implemented Docker for local development, streamlining deployments and ensuring higher code quality, automating the process and reducing deployment time by an average of 3 hours.
- Improved stability of code by using Test Driven Development, Unit Tests, Automated Tests, & Integration Tests with Python, Pytest, & followed CI/CD best practices to provide consistent delivery of stable & reliable software.
- Implemented robust telemetry features to gather and analyze files & logs to identify potential failures sources through the use of various troubleshooting tools such as Splunk & Grafana to ensure quality to clients
- Produced a web-based front-end website using React that allowed internal clients to manage their SAAS instances

### BNY Mellon

June 2021 – August 2021

*START Developer Intern- Full Stack*

*Remote*

- Built & deployed a web application to help 5,000 Business Administrators manage & mitigate company risks.
- Collaborated with stakeholders, database administrators, to discuss faults in a SQL Risk Database- correctly assessing that a Risk database needed stronger access controls, backups, robust monitoring, & a recovery plan.
- Effectively and quickly learned the necessary HTML, CSS, SQL, and UX/UI skills to meet requirements & deadlines despite no prior web development exposure in a legacy code-filled environment with a global team.

### College of Engineering

June 2020 - June 2021

*COE EXCEL Peer Mentor*

*California State University Long Beach, CA*

- Mentored a group of 5-9 freshmen students each semester for Academic Excellence and Successful Leadership.
- Lead weekly study sessions, check-ins, and workshops to provide insight on topics such as: class scheduling, time management, and study skills. In addition to being selected as head mentor I trained incoming mentors.
- Debugged & peer reviewed code from students visiting the College of Engineering's tutoring center, explained core CS topics like Algorithms, & developed student's understanding & problem solving skills with Bloom's Taxonomy.

## PROJECTS

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### Windows XP Pipe Screensaver Recreation | C#, Unity Engine, Git

- Developed a Unity simulation to recreate the classic Windows XP Pipe Screensaver.
- Implemented a variable object model system to use other Geometric models - such as Cubes, Triangles, and more.
- Extensively utilized version control systems (GIT) to return to track changes, and have backups for recovery.

## EDUCATION

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### California State University, Long Beach

Long Beach, CA

*Bachelor of Science in Computer Science*

*Aug 2018 – May 2022*

**Overall GPA: 3.5**

## AWARDS AND LEADERSHIP

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### Academic Chair

*California State University, Long Beach*

Society of Hispanic Professional Engineers

*August 2021- May 2022*

### Secretary

*California State University, Long Beach*

Association for Computing Machinery

*June 2020 - June 2021*