Ryan Rodriguez

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Fresher Software Engineer

Resume Objective: A highly adaptable and motivated software engineer with a keen eye for detail, disciplined approach to coding and debugging, and proven capabilities in cloud architecture and development. Seeking to leverage former experience and unrivaled enthusiasm to build exceptional software and take on innovative projects for a company that values excellence and forward-thinking.

WORK EXPERIENCE

Software Engineer Intern
03/2024 – Present

Softwaresaurus

- Led a team of 4 engineers to develop a cloud-based application, reducing deployment time by 30% and increasing system reliability by 25% using microservices architecture.
- Implemented a machine learning algorithm that improved data processing efficiency by 40%, resulting in a $50,000 annual cost saving for the company.
- Collaborated with cross-functional teams to integrate AI-driven features, enhancing user engagement by 15% and receiving positive feedback from key stakeholders.

Software Engineering Trainee
06/2023 – 02/2024

CodeFusion

- Designed and deployed a scalable RESTful API, increasing data retrieval speed by 50% and supporting a 20% growth in user base within six months.
- Optimized existing codebase, reducing technical debt by 35% and improving application performance, leading to a 10% increase in customer satisfaction scores.
- Mentored junior developers in agile methodologies and best coding practices, contributing to a 25% improvement in team productivity and project delivery times.

Junior Software Engineer
12/2022 – 05/2023

BinaryCrafters

- Assisted in the development of a mobile application feature that enhanced user experience, resulting in a 20% increase in daily active users.
- Participated in code reviews and debugging sessions, contributing to a 15% reduction in software bugs and improving overall code quality.
- Collaborated with senior engineers to implement CI/CD pipelines, reducing deployment time by 40% and increasing release frequency.

SKILLS & COMPETENCIES

- Object-oriented programming
- Database knowledge/SQL programming
- Java development
- RESTful API development
- Agile/Scrum methodologies
- Cloud technologies (AWS, Azure, GCP)
- Data Structures and Algorithms
- Version control (GIT/Subversion)
- Domain-Driven Design
- Automated Testing
- JavaScript development
- Software Development Lifecycle (SDLC)
- Continuous Integration/Delivery
- Web Services (REST/SOAP)
- Procedural and Functional programming
- Linux/UNIX fundamentals
- Debugging/troubleshooting
- Unit Testing
- Networking fundamentals

EDUCATION

Bachelor of Science in Computer Science   2016 - 2020

Georgia Institute of Technology

Atlanta, GA

- Software Engineering

- Data Structures