

# Gary Rojas

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## PROFESSIONAL SUMMARY

Dedicated **U.S. military veteran** and **software engineer** with a strong foundation in **full-stack development** and **technical problem-solving**. Transitioned from managing complex systems in the military to building **scalable web applications** using modern technologies like **C#, ASP.NET Core, Python, JavaScript**, and **SQL**. Holds a **B.S. in Information Technology** with a focus on **programming and software development**. Graduate of **Code Platoon's immersive bootcamp**, experienced in **Agile workflows**, **RESTful APIs**, **cloud platforms**, and **data-driven systems**. Passionate about mentoring others and delivering **clean, efficient code** in fast-paced collaborative environments

## EDUCATION

<b>Purdue Global University</b> Bachelor of Science in Information Technology   Programming & Software Development Relevant Coursework: Software Engineering, Data Structures & Algorithms, Cloud Computing, Database Design	<b>Aug. 2024</b> Remote
<b>Code Platoon   Full-Stack Software Engineering Bootcamp</b> Full-Stack Software Engineering: Immersive   Class President Technical Focus: Web Development, RESTful APIs, Agile Methodologies, Cloud Deployment	<b>Jan. 2025</b> Remote

## TECHNICAL SKILLS

**Languages:** C#, Python, JavaScript, HTML, CSS, T-SQL, SQL  
**Frameworks/Libraries:** ASP.NET Core, Entity Framework Core React, Django, Flask, Angular, Bootstrap, jQuery  
**Databases:** SQL Server, PostgreSQL, Microsoft Access, AWS RDS  
**Cloud/DevOps:** AWS, Docker, Git, GitHub, Visual Studio Code, Visual Studio, PyCharm  
**Other:** RESTful APIs, Agile/Scrum, Test-Driven Development (TDD), CI/CD, Json Web Tokens

## PROJECTS

<b>Portfolio Blog Platform</b>   Python, JavaScript, React, Django, PostgreSQL <ul style="list-style-type: none"><li>Developed separate API and MVC architecture, with all <b>CRUD</b> logic handled via <b>REST endpoints</b></li><li>Implemented secure <b>JWT authentication, login, logout</b>, and <b>registration</b> flow</li><li><b>Implemented secure JWT-based authentication</b> in an ASP.NET Core REST API using role-based authorization allowing protected route access for Admin vs Guest roles.</li><li><b>Integrated session-based JWT management in MVC</b> by storing and verifying tokens on the frontend, dynamically altering Razor Views based on login state and user role.</li><li><b>Developed custom login and registration</b> with cryptographic password hashing and salting for secure credential storage</li><li>Created custom <b>DTOs</b> for secure data exposure and implemented <b>admin-only CRUD access</b> via [Authorize(Roles="Admin")]</li><li>Built <b>accessible</b> and <b>responsive Razor Views</b> using <b>Bootstrap</b>, with <b>WCAG skip links</b>, semantic HTML, and ARIA roles</li><li>Implemented <b>dark mode toggle</b> using <b>localStorage</b>, JavaScript, and CSS themes</li><li>Added <b>pagination</b> and <b>view models</b> for improved data handling and scalability</li><li>Future-ready for <b>deployment with Azure</b> and includes production-grade separation of concerns</li></ul>	<b>Dec. 2024 – Jan. 2025</b>
<b>RedZone Getaway</b>   Python, JavaScript, React, Django, PostgreSQL <ul style="list-style-type: none"><li>Developed a full-stack <b>CRUD Event Management</b> system with React front-end and Django backend</li><li>Implemented responsive UI with Daisy UI components for improved user experience</li><li>Built <b>RESTful API endpoints</b> for secure data communication between frontend and backend</li><li>Utilized <b>Git</b> for version control and collaborative development</li><li>Applied <b>problem-solving</b> approaches to integrate the Events module with other application features</li><li>Designed and implemented <b>database architecture</b> using <b>AWS RDS PostgreSQL</b> for scalable data storage</li></ul>	<b>Dec. 2024 – Jan. 2025</b>
<b>Game Management</b>   Python, JavaScript, React, Django, PostgreSQL <ul style="list-style-type: none"><li>Developed a full-stack video game management platform using <b>Django REST Framework</b> and <b>React</b>, integrating with <b>Steam's API</b></li><li>Implemented complete <b>user authentication</b> system and two <b>CRUD applications</b> (Reviews and Library management)</li><li>Built <b>responsive frontend</b> with React and Tailwind CSS featuring a Netflix-inspired carousel UI</li><li>Created dynamic game details pages and interactive review system with <b>star ratings</b></li><li>Demonstrated strong <b>API integration</b> skills by successfully connecting to Steam's web API</li><li>Handled <b>real-time data fetching</b> and state management across multiple components</li></ul>	<b>Dec. 2024 – Jan. 2025</b>

## WORK EXPERIENCE

<b>Teaching Assistant – Full Stack Software Engineering (Avenger Cohort)</b> Code Platoon <ul style="list-style-type: none"><li>Oversaw and coordinated <b>two other TAs</b>, creating support schedules and task distribution</li><li>Reported directly to <b>lead instructors</b> and facilitated daily <b>algorithm sessions</b></li><li>Built a <b>student ranking system</b> to identify and prioritize mentorship needs</li><li>Supported students across the full curriculum including <b>backend, frontend</b>, and <b>database technologies</b></li><li>Taught core <b>computer science concepts</b> including <b>Data Structures, Algorithms</b>, and <b>Big O Notation</b></li><li>Contributed to the curriculum by editing, adding, and refining <b>educational materials</b></li></ul>	<b>June. 2025 – Present</b> Remote
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