ELIAS RODRIGUEZ
Software Developer

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CAREER OBJECTIVE

Recent software engineering Bootcamp graduate who has worked to develop several full-stack web applications to both implement and demonstrate my ability with web development technologies and tools. As a former concept designer, I have prior experience in crafting effective designs which garner consumer attention, follow current trends, as well as read very easily elevating user experience. I take initiative in terms of refining processes and asking questions and am eager to contribute my work and skills to an innovative workplace.

SKILLS

Languages: Javascript, Python, SQL, HTML, CSS
Frameworks/Tools: React, Redux, Express, Flask, Sequelize, SQLAlchemy, PostgresQL, AWS, Docker
Key Skills: Pair Programming, Test-Driven Development (TDD), Object-Oriented Programming (OOP), Scrum Methodologies

PROJECTS

Sonambulo (React / Redux / Flask / SQLAlchemy / Postgres)   Sonambulo | Sonambulo
Github
Sonambulo is a tumblr/instagram clone which users can log their dreams on.
- Designed UI and UX to maximize intuitiveness, velocity, and ease-of-use in designing Create, Read, Update, and Delete (CRUD)-based applications.
- Leveraged React Transition Group package for seamless animations on page change and component mounting events.
- Implemented AWS S3 to allow users to upload their own files.

Eventzeit (React / Redux / Flask / SQLAlchemy / Postgres)   Eventzeit | Eventzeit
Github
Eventzeit is a clone of Eventbrite
- Developed extensible React component for confirmation modals throughout the site, enabling rapid development of Delete features by the team.
- Implemented complex CSS practice to design UX and UI that maximizes ease of use, app-traversal speed, and appeal to modern trends, to keep and pique the interest of the user.

EXPERIENCE

Intern Engineer - *Pankow*   June 2019-August 2019; January 2020-July 2020; May 2021-August 2021
- Partnered with Project Managers and Superintendents to produce carefully curated 3D Models of environments and structures using programs like **SketchUp** and **Blender**
- Created realistic 2D visuals/concept renders of buildings using **3D models, Photoshop, and Procreate** which were used to pitch a construction plan/process and the finished building's appearance to clients in order to acquire certain jobs.
- Visited active worksites and potential job sites and collaborated with site workers and supervisors to gather information via photo/video reference, drone footage, and point cloud scanner to optimize future construction process.
- Scanned buildings and environments using point cloud scanners/Lidar scanners, registered scans with FARO SCENE, and organized them for future work reference

* <u>Clients include</u>: Private clients such as **Cedars Sinai,** large commercial clients like the **NFL**, and public clients such as **LA Union Station**, **LA Mission College**, and **LA Valley College**.

Computer Lab Technician/Software Instructor - *City of Hawaiian Gardens*   August 2016 - October 2016
- Single handedly supervised the entire city computer lab while also giving instruction on digital art software such as Photoshop, and Illustrator as well as microsoft office software.

- Solved any IT issues found within the computer lab.

EDUCATION

App Academy   Spring 2022
- Full-stack web development bootcamp prioritizing software engineering best practices
- Covered topics such as data structures and algorithms, object-oriented programming (OOP), test-driven development (TDD), etc

California State University Long Beach   Fall 2016-Fall 2021
- BFA in Pre-Production(Concept Design)