

Pablo Rodriguez

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Technical Skills

Languages: Python, C++/C#, SQL, JavaScript, HTML/CSS, PHP

Frameworks & Engines: MonoGame, Unreal Engine 5

Developer Tools: Visual Studio, VS Code, Git, IntelliJ, Linux

Education

California State University, Bakersfield

Bakersfield, CA

Bachelor of Science in Computer Science

Aug. 2022 – Present

Career & Technical Education Center

Bakersfield, CA

Certification in Video Game Design

Aug. 2021 – Jun. 2022

Experience

Engineering Intern

Apr. 2024 – Present

California State University, Bakersfield

Bakersfield, CA

- Collaborated in community outreach events for CSUB NSME.
- Maintaining, repairing, and calibrating equipment within the lab.
- Assisting students and the public with various engineering related projects

Instructional Student Assistant

Jan. 2024 – Present

California State University, Bakersfield

Bakersfield, CA

- Supported professor with class preparation and grading.
- Provided one-on-one tutoring and assistance to students.
- Facilitated lab sessions and helped students with practical assignments.

Projects

Arcadia | *MySQL, PHP, JavaScript*

Jan. 2024 – Jun. 2024

- Developed a group-based Database Project to create a web-based game store.
- Implemented dynamic search functionality, user profile creation, and list creation features.

Dungeon Explorer's Endless Pursuit | *C++, C*

Aug. 2023 – Dec. 2023

- Led a group-based Software Engineering Project using C++.
- Created randomized map layouts, dynamic weapon classes, and a tile system.

CSU Unmanned Aerial System Competition | *Python*

Oct. 2023 – Present

- Developed an object detection system for package delivery.
- Implemented an automated flight system with waypoint navigation.