CONTACT

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📍 McAllen, TX - *Open to Relocation*

in Linkedin   ○ Github

EDUCATION

University of California, Berkeley

• Bachelor of Arts (B.A.) Computer Science

August 2021 - Expected May 2026

SKILLS

• **Computer Languages:** C#, Java, Python, HTML, JavaScript, Version Control

• **Environments/Applications:** Unity 2D/3D, Git, Final Cut Pro, Adobe Creative Suite (Photoshop, Illustrator, etc.)

• **Technical Skills:** Game Development, Object-Oriented Programming, Data Structures, Numpy, Data Analytics, Databases

AFFILIATIONS

Reel Voices

May 2020 - October 2020

• Directed a documentary film focusing on the impacts of COVID-19 on the Veterans Affairs San Diego Hospital during the height of the pandemic and highlighted the effects on essential workers.
• Managed all stages of production, including coordination of schedules for three participants. Personally owned photography, video editing, and audio mixing.
• Premiered at the San Diego Asian Film Festival and was selected for the Cineteen San Diego Youth Festival and the 2021 All American High School Festival.

Angela Rodriguez

Seeking a rigorous internship position to advance my career in a high-level professional environment, where I can contribute my skills, knowledge, and enthusiasm to learn and grow in the industry.

PROJECTS

• **RAT IN THE TRAP:** Led the programming team in a 2D survival horror visual novel game. Integrated the animations, User Interface (UI), and choice-based dialogue system using the Unity Engine and presented at UC Berkeley's Game Design & Development Conference.

• **MORNING MEOWSIC:** Programmed a 3D rhythm game & worked with an art team in the Unity Engine for the 2-day Activision Blizzard King Game Jam. Designed UI frameworks and coded in C# for user input, audio, and win/lose conditions.

• **CAVE OF LUCK:** Implemented a 2D tile-based world exploration engine with Java using a tile renderer, enabling users to explore and interact with objects with an overhead perspective. Executed the world generation algorithm, UI, saving/loading, and user interactivity game mechanics.

• **NGORDNET:** Built a web tool to explore word usage history by collecting hyponyms/synsets from the WordNet database. Wrote backend code to accept input and generate appropriate output for display.

EXPERIENCE

Information Technology Intern, US Department of Agriculture (USDA)

September 2023 - Present

• Assist in the maintenance of IT databases - checking hardware and software inventories for completeness, validity, and consistency, and correcting erroneous data.
• Utilize Tableau and Python to support the USDA's Amazon Web Services (AWS) based enterprise data platform.
• Normalizing transactional data sets under the 1NF and 2NF degree, integrating systems in data warehouse via several extensive projects to incorporate data.

Data Analyst Intern, GamePlay, Inc.

January 2023 - May 2023

• Served as lead data analyst for the collection of sports field data across multiple cities in the state of California.
• Maintained, organized, and uploaded sports field data to a website to maintain a Postgres Field Database used to increase accessibility and renting of sports fields across multiple cities.
• Managed digital marketing through Google Ads/Analytics to increase search engine relevance optimization.

Associate Production Director, The Daily Californian

August 2022 - May 2023

• Facilitated the shift schedule, supervised employees, and improved product quality in the transition from page flats to the final newspaper.
• Designed and provided training to the day and night newspaper producers to increase workload productivity.
• Managed and advertised the media kit, food and beverage guide, and the INK Creative Agency programs.