

# Angela M. Rodriguez

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## EDUCATION

### University of California, Berkeley - Berkeley, CA

August 2021 - May 2025

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

GPA: 3.3

• **Relevant Coursework:** Discrete Mathematics and Probability Theory, Data Structures, The Structure and Interpretation of Computer Programs, Video Game Design and Development, Designing Information Devices and Systems, and Foundations of Data Science

## PROFESSIONAL EXPERIENCE

### Data Analyst, GamePlay, Inc. - San Francisco, CA

January 2023 - Present

- Access sport field information, input into Microsoft Excel, and convert it into the website database in order to develop the Postgres Field Database, which significantly increases the accessibility of renting sports fields across multiple cities.
- Identify bottlenecks and gaps with outputs and propose innovative solutions to resolve database search issues.
- Construct application database to maximize accurate search results identified for facility outputs through preliminary field searches.
- Manage digital marketing and presence through Google Ads, Console, and Analytics which allows GamePlay's website to increase in relevance for Google's search engine.

### Associate Production Director, The Daily Californian - Berkeley, CA

August 2022 - Present

- Serve as the primary point of contact between day and night producers.
- Facilitate the shift schedule; supervise the duties of each employee and increase time efficiency for the transition from page flats to the final newspaper product.
- Partner with the production director in designing and advertising, including the media kit, food and beverage guide, and the INK Creative Agency programs.
- Ensure The Daily Californian's visual branding guidelines are within business-related platforms, such as Cyberduck.

### Film Director, Reel Voices - San Diego, CA

May 2020 - October 2020

- Directed a documentary film focusing on the harsh impacts of COVID-19 on the Veterans Affairs San Diego Hospital during the height of the pandemic that highlighted the effects on essential workers.
- Managed all stages of production and directed a film by employing photography, video editing, and audio mixing.
- Aided in advertising for the film through interviews and developed a trailer to market the film for several film festivals.
- Premiered a film at the Annual San Diego Asian Film Festival and was selected for the Cinetien San Diego Youth Festival and the 2021 All American High School Festival.

## PROJECTS

- **BYOW:** Implemented a 2D tile-based world exploration engine with Java using a tile renderer and users can explore and interact with objects with an overhead perspective. Executed the world generation algorithm, UI, main menu interface, saving/loading, and user interactivity game mechanics.
- **NGORDNET:** Collected hyponyms/synsets from the WordNet database, wrote backend code to accept input and generate appropriate output for display, and integrated code into a browser based tool exploring word usage history.
- **REMNANTS OF US:** Programmed a 2D narrative-based game in which I closely collaborated with an art team to build code during a 3-day game jam. Designed the UI and dialogue frameworks along with constructing the code for scene transitions, audio, and movement mechanics.

## SKILLS

- Java, Python, C#, HTML, JavaScript, Version Control
- Unity 2D/3D, Game Development, Git, React, Final Cut Pro, Adobe Creative Suite (Photoshop, Illustrator, etc.)
- Object-Oriented Programming, Data Structures, Numpy, Pandas, Data Analytics, Databases
- English (native), Spanish (professional proficiency), Japanese (limited professional proficiency)