

ANGELA RODRIGUEZ

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EDUCATION

University of California, Berkeley

August 2021 - May 2026

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

Relevant Coursework: Computer Graphics, Artificial Intelligence, Discrete Mathematics and Probability Theory, Data Structures and Algorithms, Video Game Design and Development, Designing Information Devices and Systems, and Foundations of Data Science.

PROFESSIONAL EXPERIENCE

Amazon | New York, NY

May 2025 - August 2025

Software Development Engineer Intern

- Designed modular web templates for Amazon Creators in HTML, CSS, and TypeScript, enabling 100+ developers to flexibly import front-facing web features into their developer workplace and improve workflows.
- Collaborated with engineers to enhance various types of product information face-outs on the Amazon website (title, image, price, deals, coupons, and customer reviews).
- Documented and presented new components to the internal Creators org to support the migration of legacy web systems.

U.S. Department of Agriculture (USDA) | Remote

September 2023 - February 2024

Information Technology Intern

- Streamlined IT database maintenance using Python and Tableau, resulting in numerous visual reports and dashboards.
- Normalized transactional data (1NF/2NF) and integrated systems within Amazon Web Services (AWS)-based data warehouse through extensive data projects.
- Analyzed hardware/software data inventories for erroneous employee information and proficiency statistics.

Gameplay, Inc. | Remote

January 2023 - May 2023

Data Analyst Intern

- Served as lead data analyst for the collection of sports field data across 25+ cities in the state of California.
- Maintained, organized, and uploaded sports field data to the company website to maintain a Postgres Field Database resulting in a 20% increase in accessibility of sports fields across multiple cities.
- Managed digital marketing through Google Ads/Analytics to increase search engine optimization.

LEADERSHIP & ACTIVITIES

Cal Marginalized Genders in Gaming

May 2021 - Present

Co-President (as of May 2025)

- Lead a club with a community of 850+ members and assist in collaborating with paid sponsors of events and programs.
- Organize the promotion of programs (Gaming/Esports Mentorship Program, Cal Luna Valorant Esports team, and Marketing team) to provide gaming opportunities for college students across 15+ universities in the U.S. and internationally.

UC Berkeley's GamesCrafters

January 2025 - Present

Undergraduate Research Assistant

- Integrate the population of the GamesCrafters website with new games and puzzles, utilizing computational game theory to make accurate solutions in real-time for single-player and two-player games.
- Assist in the development of well-known games and puzzles into the GamesCrafter's database of fully analyzed pathways using game trees, C, and Python to accurately determine the best actions and moves within a game.

PROJECTS

- **HEINZ:** Selected as game development winner of the 2-day UC Berkeley Bear Jam. I aided in the battle system, including animations, health, physics, and other core game mechanics in Unity Engine. I led the creation of the dialogue system with three possible endings.
- **SQUIRRELS GO NUTS SOLVER:** Engineered the backend for a puzzle solver designed to strongly solve all of the possible moves that a player could choose from in the board game Squirrels Go Nuts. As a member of the GamesCrafters research team, I programmed five variants of different difficulty levels in Python for the user to access winnable, tying, and losing moves.
- **MORNING MEOWSIC:** Programmed a 3D rhythm game and worked with an art team in the Unity Engine for the 2-day Activision Blizzard King Game Jam. I designed UI, status bar, and rhythm frameworks in C# for user input, audio, and win/lose conditions, and managed debugging/merge conflicts when storing the program on Github.

SKILLS

- **Computer Languages:** Java, C#, C, C++, Python, Blueprint, HTML, JavaScript, TypeScript, Version Control.
- **Environments/Applications:** Unreal Engine, Unity 2D/3D, Git, Maya, Final Cut Pro, Adobe Creative Suite, React.
- **Technical Skills:** Assembly Programming, Game Development, Object-Oriented Programming, Data Structures, Numpy, Data Analytics, Databases, Mobile App Development, Artificial Intelligence.