FLIAS RODRIGUEZ

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Portfolio || Github || LinkedIn

CAREER OBJECTIVE

As a recent graduate with experience in engineering and a background in Design, I am seeking a Software Engineer position to utilize my skills in building robust and scalable software applications. My training at App Academy provided me with a strong foundation in various technologies, industry-standard workflows, and hands-on project experience. I have also honed my development skills through freelance projects for clients, and as a passionate problem solver, I am committed to continuously pushing myself to grow as an engineer. With experience working efficiently with a team and generating multiple solutions for any given problem, I am eager to contribute to an innovative workplace that values collaboration, creativity, and continuous learning.

SKILLS

Languages: Javascript, TypeScript, Python, SQL, HTML, CSS

Frameworks/Tools: React, Redux, Next.js, Express, Flask, Sequelize, SQLAlchemy, PostgresQL, MongoDB

Key Skills: Pair Programming, Test-Driven Development (TDD), Object-Oriented Programming (OOP), Scrum Methodologies, Agile

Workflow

PROJECTS

Bobogram (React / Redux / Flask / SQLAlchemy / Postgres)

Link to Bobogram | | Bobogram Github

Bobogram is a pixel-perfect instagram clone. Pull up instagram side-by-side, and check it out!

- Ensured the UI/UX was flawless by creating a pixel-perfect replica of the original design, treating it as a Figma wireframe, while also implementing CRUD features in parallel.
- Developed a versatile React component that enabled the swift creation of Delete and Edit features, by implementing confirmation modals throughout the site.
- Integrated AWS S3 to enable users to upload their own files via drag-and-drop upload.
- Enhanced data quality by transforming and cleaning retrieved data through API endpoints.
- Utilized the latest architecture trends to build new APIs and frameworks.
- Established an Agile development workflow in a web application environment using Python, React.js, Redux, PostgreSQL, AWS, and Docker.

Eventzeit (React / Redux / Flask / SQLAlchemy / Postgres)

Link to Eventzeit | | Eventzeit Github

Eventzeit is a clone of Eventbrite, with an updated UI!

- Facilitated rapid development of Delete features for the team by developing a versatile React component for confirmation modals throughout the site.
- Employed advanced CSS techniques to design a user interface that maximized usability, app traversal speed, and modern aesthetic appeal, thereby retaining and engaging users.
- Collaborated closely with fellow developers, providing design and development assistance as needed.
- Assumed responsibility for troubleshooting and resolving production development issues, using problem-solving skills to ensure seamless app functionality.

Sonambulo (React / Redux / Flask / SQLAlchemy / Postgres)

Link to Sonambulo | | Sonambulo Github

Sonambulo is an application which users can log and provide insight on each other's dreams

- Optimized the user interface and experience to enhance intuitiveness, speed, and ease-of-use in designing CRUD-based
- Streamlined the development of Delete and Edit features across the site by designing a versatile React component for confirmation modals.
- Utilized design skills to enhance the application's usability and ensure that its visual theme complemented its functionality.
- Enabled users to upload their own files by implementing AWS S3, thus enhancing the app's functionality.
- Designed the front-end of the application with an emphasis on visually engaging design.

EXPERIENCE

Software Engineer(Web Dev) - Gestalt 3D Technologies

June 2023-present;

- Developed and maintained multiple web applications using front-end and back-end web technologies such as HTML, CSS, JavaScript, React, and Node.js.
- Took charge of UX/UI design, keeping user stories in mind, making sure that the product aligned perfectly with what the client was trying to communicate to the user.
- Troubleshot and debugged web application issues, identified root causes, and implemented solutions to ensure optimal web application performance.
- Utilized web development tools and environments, including web development frameworks and version control systems, to facilitate the web development process.
- Participated in Agile & Scrum development methodologies to ensure timely delivery of high-quality applications.
- Communicated effectively with stakeholders to ensure successful delivery of web projects.
- Took ownership of web development projects, was accountable for deliverables, and met project timelines.

Intern Engineer - Pankow Builders

June 2019-August 2019; January 2020-July 2020; May 2021-August 2021

- Boosted the efficiency of data organization and processing programs by automating processes using JavaScript and Python scripts that enhanced the built-in program functions.
- Enhanced the company's 3D workflows by creating dynamic components for the 3D component library using JavaScript and Python functions, resulting in increased efficiency for the team and the company as a whole.
- Quickly learned and integrated new technologies like Sketchup, Bluebeam, Revit, Navisworks, and Blender to optimize processes and improve efficiency, even altering pre-existing company roadmaps to achieve optimal results.
- Developed, updated, and integrated native 3D model content to support self-perform scopes of work, such as concrete, mechanical, electrical, plumbing, and more.

* Clients include: 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 design software such as Photoshop, and Illustrator along with production software like Microsoft Office.
- Tackled any IT issues encountered within the computer lab.

EDUCATION

App Academy Spring 2022

App Academy is a leading full-stack software engineering bootcamp with a less than 3% acceptance rate.

- Over 2,500 hours spent studying a plethora of languages, frameworks, libraries, and tools.
- 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)
- Focus on best design practices, visual composition, functionality, and design technologies (Adobe Creative Suite, Blender, Sketchup, Maya, Autodesk)
- Proper design training in line with Front-End Development. (accessibility, ease-of-use, purpose, leading the audience's eye, maintaining user attention)