

ELIAS RODRIGUEZ

Software Engineer

optimization & design

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[Portfolio](#) || [Github](#) || [LinkedIn](#)

CAREER OBJECTIVE

I am a new-grad **Software Engineer** with a background in **Design and Optimization**, and training/experience as an engineer at a civil/construction engineering firm. I acquired my formal training in software development at App Academy, a leading full-stack software engineering bootcamp with a < 3% acceptance rate. During my time at App Academy, I spent north of 2,500 hours, picking up new technologies, working to industry standards(following SCRUM and Agile workflows), building applications/projects, but most importantly, polishing my ability to **pick up new workflows and tools quickly**.

Problem solving is a passion of mine and I constantly seek out challenges and opportunities to push myself and grow as an engineer. My prior experience writing code in a professional engineering setting has prepared me to efficiently tackle tasks with a team, coordinating along the way. I take initiative in terms of refining processes, asking questions and coming up with an array of approaches for any given problem, and am eager to contribute my work and skills to an innovative workplace.

SKILLS

Languages: Javascript, Python, SQL, HTML, CSS

Frameworks/Tools: React, Redux, Express, Flask, Sequelize, SQLAlchemy, PostgresQL

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!

- Recreated UI/UX to be pixel perfect, treating the original design as one would a figma wireframe, while also implementing parallel Create, Read, Update, and Delete (CRUD)-features.
- Developed extensible React component for confirmation modals throughout the site, enabling rapid development of Delete and Edit features.
- Leveraged React Transition Group package for seamless animations on page change and component mounting events.
- Implemented AWS S3 to allow users to upload their own files, implementing drag-and-drop upload.
- Transformed and cleaned data retrieved by API endpoints
- Used latest architecture trends to help build out new APIs and frameworks
- Built 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!

- Developed extensible React component for confirmation modals throughout the site, enabling rapid development of Delete features by the team.
- Implemented complex CSS practice to design UX and UI that maximizes ease of use, app-traversal speed, and appeal to modern trends, to keep and pique the interest of the user.
- Worked closely with developers and assisted them in design and development
- Took on troubleshooting and problem-solving production development issues

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

- Designed UI and UX to maximize intuitiveness, velocity, and ease-of-use in designing Create, Read, Update, and Delete (CRUD)-based applications.
- Developed extensible React component for confirmation modals throughout the site, enabling rapid development of Delete

and Edit features.

- Leveraged Design background to optimize the usability of the application and provide a theme that matches its functionality
- Implemented AWS S3 to allow users to upload their own files.
- Sculpted the front-end of the application using engaging visual design

EXPERIENCE

Intern Engineer - Pankow Builders

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

- **Automated processes** in data-organization/processing programs, by writing scripts in **JavaScript** and **Python** to enhance built-in program functions.
- **Automated 3D workflows** by writing functions in **Javascript** and **Python** to create **dynamic components** for the company's 3D component library, used in every project worked on by the team, and the company's 3D workscape as a whole.
- **Optimized approaches** by picking up new technologies like **Sketchup**, **Bluebeam**, **Revit**, **Navisworks**, and **Blender** quickly and increased efficiency through altering pre-existing company roadmaps
- Developed, Updated, and Integrated native 3D model content to support Self-Perform scopes of work (Concrete, Mechanical, Electrical, Plumbing, etc.)
- Project and task-level execution of VDC functions including **BIM Coordination**, **3D modeling**, **2D drawing production**, **laser scanning**, **drone flights** and **photogrammetry**
- Executed laser scanning, processing, and deliverables using **point cloud scanners/Lidar scanners**, registered scans with **FARO SCENE**, and organized them for future work reference for assigned project phases and ensured laser scan information was integrated with all other applicable aspects and phases of projects
- Partnered with Project Managers and Superintendents to produce carefully curated deliverables using **3D models**, **Photoshop**, **Procreate** and **Bluebeam** which were used to pitch a construction plan/roadmap for the project to clients
- Visited active worksites and potential job sites and collaborated with site workers and supervisors to gather information via photo/video reference, drone footage, and point cloud scanner to **optimize future construction process**.
- Facilitated design/model coordination meetings with all disciplines and trade partners throughout the project lifecycle and kept close communication with trade partners, Superintendents, Project Managers, and Project Engineers
- Worked closely with internal/external MEP/FP Detailers, Designers, Field & Shop personnel, as well as CAD Technicians

*** 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)