

# Edgar Rodriguez

edgarjrodriguezcodes@gmail.com

<https://www.linkedin.com/in/edgarjrodriguezcodes/>

Portfolio: <https://edgarjrodriguezcodes.netlify.app/>

## Technical Skills

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### Languages, Libraries & Frameworks

*Python, JavaScript, React, Node, Swift, Java, HTML5, CSS3, Flexbox, MongoDB, PostgreSQL database, Numpy, TensorFlow, Keras*

### Tools & Skills

*Git, Github, JIRA, Figma, Adobe XD, Photoshop, Illustrator*

## Projects

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### Guess Who, iOS App

Jun 2024

- Digitized the classic board game Guess Who using SwiftUI, using an object-oriented approach to create reusable components like card decks, enhancing scalability and future-proofing the app.
- Utilized mapping and state variables for efficient state management, with plans to integrate multiplayer functionality using GameKit.

### Animal Identification AI, Convolutional Neural Network

May 2024

- Developed and trained 3 image classification models using Python and TensorFlow, achieving up to 84% training accuracy with a dataset of 28,000 labeled images.
- Optimized model's performance by preprocessing data and fine-tuning parameters, reducing training time from days to minutes, and evaluated models using Keras for accuracy and loss.

### Campus Talk, Web App

Jan 2023 - Dec 2023

- Developed frontend components to allow users to create, delete, and comment on posts using useEffect React hook for a seamless user experience without refreshing the page.
- Integrated third-party APIs to dynamically fetch and render college data and gifs.
- Designed the user interface in Figma, by translating wireframes into visual design components. Then, I implemented the design into clean, efficient HTML and CSS code.

## Professional Experience

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### Technical Trainer, Frost Equity Initiative

Jun 2023 - present

- Led interactive coding workshops. Focusing on modern JavaScript practices, ensuring students gained hands-on experience with DOM manipulation and event handling.
- Guided students through the creation of web applications, from concept to deployment, emphasizing front-end principles like accessibility and component-based architecture.
- Facilitated project version management, maintaining backup versions of student projects allowing students to fork and continue their work smoothly after errors.
- Cultivated problem-solving skills using browser developer tools to diagnose and resolve issues efficiently.
- Created daily reports and measured learning outcomes to quantify the effectiveness of instruction, ultimately raising the class average from no knowledge to 88%.

## Education

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**Bachelor of Science, Computer Science, California State University Long Beach**

May 2024