Edgar Rodriguez

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Technical Skills

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

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

Lead Technical Instructor, *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

Bachelor of Science, Computer Science, *California State University Long Beach*   May 2024