Emmanuel Rocha

(214) 918-9467

emmanuelrocha001@gmail.com | https://www.linkedin.com/in/emmanuel-rocha-88577311a/

Education

Dec 2019
The University of Texas at Arlington
B.S. in Computer Science

Experience

2020 - PRESENT
Tyler Technologies (PLANO, TX) – Software Developer, eSolutions C&J

I work on re: Search, a court case search application that spans multiple states. My duties consist of developing and maintaining back-end services, internal tooling, and the customer-facing web client. This is done in modern frameworks such as .Net Core and Angular, with high exposure to various AWS services and Elastic Search. Some notable contributions include:

- Built a user migration tool to automate the onboarding process for a state-wide Maine release. The tool maintains existing access permissions, such as the association between attorneys and their bar number.
- Moved and updated several financial and marketing reports from PowerShell scripts to Hangfire jobs.
- Added Hearings schema for data imports to Elastic Search.

2020 - July 2021
FullBasket LLC (ROUND ROCK, TX) – Co-Founder

- Co-Founded FullBasket LLC a mobile grocery delivery service.
- Built front-end clients for the company's delivery service using the Flutter framework. This included a published app store/google play store customer app, an internal delivery driver app, and a management system web app. Enabled communication between these components through the use of client-side socket.IO, firebase push notifications, and general usage of the provider state management system.
- Translated business requirements into technical requirements.
- Lead one on one meetings with UX designer and illustrator.

Skills

Languages: C#, Javascript, Dart, SQL, Python, HTML, CSS
Frameworks: .NET, Entity Framework, Flutter, NodeJS, AngularJS, ReactJS
Databases: Microsoft SQL, Firebase Realtime Database, MongoDB, Cloud Firestore
Tools and Software: Visual Studio, Visual Studio Code, Jira, MSSMS, GitKraken, Git, Postman

Other

VR Simulation – Senior Design Capstone Project

Part of a multi-team initiative that aims to introduce a more interactable approach to learning for nursing students. My team was tasked with simulating the junior 1 UTA nursing program hospice care scenario. Our time was spent on documentation, weekly sponsor meetings, and implementation through the use of the Unity game engine