Emmanuel Rocha

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Education

Dec 2019

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

Experience

2020 - PRESENT

Tyler Technologies – Software Developer

I work on re:Search, a web-based court case search application that spans multiple states, as well as various internal tools. Some notable contributions include:

- Built a user migration tool to automate the onboarding process for a state-wide Maine release(maintaining existing access permissions, such as the association between attorneys and their bar number.
- Moved financial and marketing reports from PowerShell scripts to Hangfire jobs which resulted in better code maintainability as well as better targeted campaigns by the marketing team.

Skills

Languages: C#, Javascript, Dart, SQL, Python, HTML, CSS
Frameworks: .NET, Flutter, NodeJS, AngularJS, ReactJS, Flask
Databases: Microsoft SQL, PostgreSQL, Entity Framework, Firebase RealTime Database, Mongoose, Cloud Firestore
Tools and Software: Visual Studio, Visual Studio Code, Jira, Git, GitKraken, Postman, Windows, Linux/Unix

Projects

FullBasket App Ecosystem (Startup venture - 1 year in development)

Co-architected the software infrastructure for a grocery delivery startup. I worked alongside the back-end developer to design routes and models needed for the RESTful API, which powers all current/future front-end clients, as well as I occasionally implemented various end-points in order to speed up development when needed. The bulk of my time was spent building all front-end clients with the Flutter framework. The app ecosystem consists of a mobile e-commerce application, a delivery driver mobile application, and a web admin application. Communication between components was achieved through the use of web sockets and pushed notifications.

Tools: NodeJS, Flutter, MongoDB Atlas, Google APIs, Square API, AWS S3, Firebase Cloud Messaging, Heroku

MyFitnessPal Clone (Personal project)

Due to my passion for fitness, I decided to build software for my personal use that would track food intake. The project consists of a web client and a RESTful API. All nutritional information is powered by the USDA's FoodData Central API.
Tools: NodeJS, ReactJS, S3, Heroku, MongoDB Atlas

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.

Tools: Unity, SteamVR