Esteban Rodriguez

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Education

B.S. IN COMPUTER SCIENCE – INFORMATION SYSTEMS   Bakersfield, CA
California State University, Bakersfield   *Aug 2016 – May 2020*

Relevant Coursework: Software Engineering, Algorithm Analysis, Web Development II, Advanced Java, Database Systems, Artificial Intelligence, Computer Architecture II, Network Security, Operating Systems, Distributed and Parallel Computation

59DaysOfCode Volunteer: Developed an ecommerce-like website for marketing new skincare products. Worked closely with the project/team leader to meet their desired design and functionality.

Technical Skills

Languages: Java, PHP, MySQL, PostgreSQL, JavaScript, HTML/CSS, Familiar with C++
Frameworks/Libraries: Bootstrap, jQuery, AJAX, Laravel
Version Control: Git, Github

Projects

Delectable – Restaurant Management & Reservation System
- Utilized Fabric JS to create an interactive restaurant layout and AJAX to avoid page reloading
- Developed algorithm for computing employee performance
- Implemented a user role hierarchy for administrators, customers, employees, and managers
- Responsible for designing and developing the MySQL database

FighterZ – Local 2-Player Fighting Game
- Worked on displaying player health, timer, start menu, and simple tutorial with C++
- Collaborated with a team of students to develop hitboxes, simulate gravity, and player actions by modifying an existing OpenGL asteroids game
- Planned and discussed requirements, goals, and objectives with team to increase productivity

Computer Repair Business - Customer Service Desktop App
- Developed a JavaFX app for customer service to register users, view tickets, and assign technicians
- Responsible for designing and managing the application's PostgreSQL database
- Built a report generator to produce employee reports

Heavy 6 – Music/Musician Forum
- Developed both front-end and back-end with user accounts, topics, posts, and comments
- Implemented profile customization including uploading profile pictures
- Used Bootstrap, jQuery, PHP, and MySQL

Collaborative Interactive Piano – Ongoing Project
- Established the basic structure for users to connect and communicate using Node.js and Socket.IO
- Used NexusUI and Tone.js for displaying an interactive piano and producing sounds