

Esteban Rodriguez

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Education

B.S. IN COMPUTER SCIENCE – INFORMATION SYSTEMS

California State University, Bakersfield

Bakersfield, CA

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, a canvas library, to create an interactive restaurant layout
- Used AJAX to avoid page reloading and create a seamless customer experience
- Implemented a user role hierarchy for administrators, customers, employees, and managers

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 using and modifying a provided OpenGL framework
- Communicated the requirements, goals, and objectives for our game with team

Computer Repair Business - Customer Service Desktop App

- Developed a JavaFX app for customer service to register users, create/close tickets, and assign experts to fix the issues listed
- Responsible for designing and managing the application's PostgreSQL database
- Built a report generator to produce employee reports listing all their related work

Heavy 6 – Music/Musician Forum

- Developed both front-end and back-end complete with user accounts, topics, posts, and comments
- Applied both front-end and back-end input validation and process image uploads
- Used Bootstrap for the design, jQuery for client-side validation, PHP for back-end validation, and MySQL for storing user data

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