Frank Rodriguez

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY   **Expected May 2020**
Bachelor of Science, Computer Science
GPA: 3.33

PROFESSIONAL EXPERIENCE

Moody's Analytics, San Francisco, CA, *Software Engineering Intern*   **June. 2018-Present**
- Worked on UI and backend of a credit rating analysis product for companies and governments across the world
- Used Angular/Typescript, NodeJS, HTML for UI, and Apollo on the UI to interface with Moody's GraphQL API
- Contributed to Moody's API for product using C#, ASP.NET, and Facebook's GraphQL framework for .NET
- Implemented parts of a microservices architecture according to DDD principles using RabbitMQ and MassTransit

UniVRsity, Ithaca, NY, *CTO, Software Developer, http://www.univrsitytechnologies.com/*   **Mar. 2018-Present**
- Co-Founder of UniVRsity, a startup that integrates VR, AI, and education to deliver a new learning experience
- Designing and implementing monolith-first architecture for our mobile, VR, and web apps using AWS
- Leading a team of interns to use C#, Unity, and Photon framework to develop VR application for Oculus Go
- Leading development of mobile application using react-native and web application using react.js and material-ui

KPMG, Montvale, NJ, *Data Science intern*   **May-Aug. 2017**
- Worked on a 15-member team whose task was to implement a Machine Learning pipeline for internal clients
- Used SPARQL Query language to verify and make conclusions on the data that was fed into the pipeline
- Wrote Python scripts to efficiently change large amounts of data in the database to KPMG's specifications

ENGINEERING EXPERIENCE

Fire Emblem, *Team Member, https://github.com/frodr33/fire-emblem*   **Sept. 2017-Present**
- Worked on a team of four students to develop a 'Fire Emblem' clone for our CS 3110 Final Project
- Developed the structure of the project and integrated Js_of_Ocaml library that translates Ocaml to Javascript
- Used Ocaml to develop a clock, movement, and other game features using refs, objects, and other data structures

Virtual Embodiment Lab Research, *Research Assistant*   **Sept. 2017-Present**
- Used Virtual Reality to research the effect of game simulations on mental anxiety and health
- Developed code for Oculus, Vive, and Hololens for Virtual Reality simulations and networking in C#
- Programmed a mental health project to show effects of flight on health that was presented at Stanford University

Intel-Cornell Cup Robotics, *Team Member*   **Sept. 2017-Mar. 2018**
- Involved in a 60 person Systems Engineering project team with a goal to design and build robots
- Programmed Embedded devices, such as the Pic-32 Microcontroller, in the C language
- Developing code for a robotic interactive piano in C and also in Python for the Raspberry Pi CPU

Cornell Life Changing Make-a-thon, *2nd place*   **Feb. 2017**
- Used Arduino Uno, Motion, and IR sensors to detect people entering and exiting a bus
- Updated number of people on each bus with C/Arduino IDE code, and demonstrated live updates on a UI
- Allowed Commuters to see where and which buses are full, and allows companies to efficiently allocate resources

PROJECTS

Neural Networks: Predicted the type of Car a person would have given parameters such as age, salary, race, etc.
Web Dev: Created a simple clone of Instagram using HTML, CSS, Javascript, NodeJS, Express, and MongoDB

SKILLS

Programming Languages: Java, Ocaml, C#, JavaScript, C, Matlab, Python, HTML, CSS
Frameworks/Databases: Unity, Linux, Angular, ASP.NET, MongoDB, NodeJS, SPARQL, SQL, GraphQL
Languages: English**,** Spanish