

# Julia Rodrigo, B sc.

## SOFTWARE DEVELOPER / ENGINEER | COMPUTER SCIENCE GRADUATE

Motivated enthusiast driven by a passion for leveraging technologies to solve complex challenges and deliver impactful solutions under time constraints. I am actively seeking opportunities to collaborate with industry professionals to drive goals forwards.

<https://juliarodrigo.vercel.app>

## EDUCATION

Sept 2019 - Sept 2023

**Maynooth University, Maynooth, Co Kildare**

B. Sc Computer Science & Software Engineering (4 years)

Overall Results: 2:1

See portfolio link above for result breakdown

- **Participation:** Reached the finals for MU CS First Year Coding Challenge in Java
- **Activity:** Volunteer mentoring First Year computer science students as a Third Year.
- **Team Project:** Collaborated with peers to create a customer shopping experience in virtual reality on a smart phone using the Godot engine.
- **Relevant modules:**  
Introduction to Computer Science, Computer Systems, Algorithms and Data Structure, Computer Networks, Parallel and Distributions

## EXPERIENCE

Feb 2022 - Aug 2022

**NGINX F5, 89/90 South Mall, Co Cork**

Software Developer Internship (7 months)

- Designed and built a **JavaScript** application with **CRUD System**, using emerald components and custom **React** components. Applied **TypeScript** in some components.
- Using basic router, user can switch through pages and be allowed to log in through the use of manipulated **json** files to delete and edit table information.
- The **API** calls were made through **RestClient** and **Postman**.
- Created **Docker scripts** and applied **SQL** to filter paginations from data in databases by writing queries.
- Tested the app with **Jest** and **Jasmine** frameworks.
- Collaborated in an **Agile** style workflow and **JIRA** for task management.

## PROJECTS

### AirBnb clone: AiReserve

Next.js, TypeScript, Next-auth, Prisma, MongoDB

A fully working Airbnb app. This was created through following a YouTube video to apply the use of databases along with front-end and back-end systems.

- Users can log in through social media accounts, to view, edit, delete and create listings
- User can reserve listings and view locations from a world map.
- Filter properties allow for better searching

### Ruby RPG

Godot, GDScript, Blender, Piskel

A game developed as part of my final year project. The game resembles pokemon for monster-catching and old style RPG quest. The 2.5D world is inspired by octopath traveller.

- I designed the sprites and the full functions of the game entirely.

### Portfolio Website

Next.js, React, Typescript, TailwindCSS, Vercel

The portfolio website of this resume is fully responsive with some animations from LottieFiles and my own player sprite gifs. It is made through following a multiple videos.

- Light mode is available along with differences in the UI designs to make the interaction more fun and original.

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## LANGUAGES

JavaScript (main)      Java

TypeScript              SQL

HTML / CSS              C#

GdScript                  C++

## FRAMEWORKS

React                      Next

Express / Node.js      MongoDB

Jest / Jasmine           TailwindCSS

## OTHERS

Firebase                  Next-auth

Netlify                    Prisma

RestClient                Docker

Canva                      Vercel

Piskel                      RapidAPI

Blender

## PERSONAL INTERESTS

Unreal Engine           Godot Engine

AI in Gaming             Pianist

Public Speaking          Digital Art

Building Relations       Copywriting

Customer Support        Video Editing

Coding Projects          Fitness Training

## CAREER GOALS

Grow a network of relationships

Climb to senior roles

Positively impact the industry

## INTERESTED ROLES

Frontend / Backend Developer

Customer Service Engineer

REST API implementation

CRUD features development