

Julia Rodrigo, B sc.

SOFTWARE DEVELOPER / ENGINEER | COMPUTER SCIENCE GRADUATE

EDUCATION

Sept 2019 - Nov 2023

Maynooth University, Maynooth, Co Kildare

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

Award Mark: 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, 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

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

An Airbnb clone, utilizing databases along with a front-end and back-end system.

- 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, with monster-catching and old style RPG quest formal.

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

Portfolio Website

Next.js, React, Typescript, TailwindCSS, Vercel

A responsive portfolio website of this resume to showcase some UI skills. Animations are taken from LottieFiles.

- Light mode is available along with some interaction more fun and original.

Lariza Julia Bucao Rodrigo

Cork/Dublin, Ireland



juliarodrigo2301@gmail.com



+353 89 944 3560



github.com/julia-rodrigo



linkedin.com/in/julia-rodrigo-644362221/

LANGUAGES

JavaScript (main)

TypeScript

HTML / CSS

GdScript

Ruby

Java

SQL

C#

C++

FRAMEWORKS

React

Express / Node.js

Jest / Jassmine

Next

MongoDB

TailwindCSS

.NET

OTHERS

Firebase

Netlify

RestClient

Canva

Piskel

Blender

Next-auth

Prisma

Docker

Vercel

RapidAPI

Shadcn UI

Unreal Engine