

LARIZA JULIA BUCAO RODRIGO

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GitHub: <https://github.com/julia-rodrigo>
Amazon-Clone: <https://again-d5564.web.app/>

PERSONAL STATEMENT

I began coding in 1st year university. But I recently started exploring development with a small project in my final year in Godot. I am learning new concepts each time I come across videos on YouTube. My course modules do not focus on game development, but the main reason I want to learn more about the gaming systems is to bring life to the sprites I made.

EDUCATION

2019- to date: **Maynooth University, Maynooth, Co. Kildare.**

B.Sc. Computer Science & Software Engineering:

Year 3: 70.3%

Year 2: 73.8%

Year 1: 74%

(See Appendix for result breakdown)

2019: **Scoil Mhuire Secondary School Kanturk, Co. Cork**
Leaving Certificate CAO Points: 416

SKILLS

Creative
Problem solving
Hardworking
Researching

PROJECT WORK AND EXPERIENCE

“Amazon Clone”

(Researching, Hardworking)

(JavaScript, CSS, HTML, Firebase, React)

A database working React app with a login page, home page, checkout page, orders pages, and payment page. I followed a YouTube Amazon Clone video to learn about how to use databases along with front-end and back-end. The payment/order code does not fully work given the link above since I have not made a cloud billing account.

The code works through following the **GUIDE TO RUN CODE.txt** in the **zip file** which you can download in **GitHub**. Run an emulator to fully run the app.

“Ruby battle”

(Creativity, Problem-Solving)

(Godot, GDScript, Blender, Pixelart through Piskel)

A small project I made during final year. It's a battle system like Pokémon but with my own sprites and less amount of options. It only demonstrates the code used for base turns. I have provided a script so the player could move the character. The design in this game is all my own.

The code works through following the **READ_THIS_PLEASE.txt** in the **zip file** which you can download in **GitHub**. You need Godot to fully run this code. The art is in the import file.

Internship at NGINX F5 Cork from February to August

2022

(React, Postman, Jest, Docker, SQL, Git)

I was working on a CRUD System for the team's platform. This project was a small app containing Emerald components together with React code. It used a basic router to allow user to switch through pages and delete and edit tables. It had a functional login and logout system as well as a backend JSON file that is updated each time a user logged in and logged out. I learnt to make a Docker script for this project and also practiced with some SQL pagination earlier in the placement. I also tested with Jest and Jasmine frameworks.

IT SKILLS

Portfolio:	https://github.com/julia-rodrigo
Operating Systems:	Windows, Mac
Programming Languages:	JavaScript (main), CSS, HTML, C#, Java, GDScript
Programming Tools:	Visual Studio Code, Eclipse, Godot
Other:	React, Firebase

PERSONAL DEVELOPMENT AND INTERESTS

I am interested in any areas in coding that does not include testing. If the job has some form of customer interactions, I will be interested to follow instructions to help guide them. I feel that it is important for me to interact with client issues so that I could step out of my comfort zone and confront them so that I could learn how speak the language used in our niche.

Outside studying and work, I find time fly when I play piano. I drive around when I feel that I have been inside too long. I love art and small animation with background music playing. They make me curious enough to make my own someday when I have more free time.

ACHIEVEMENTS

University:	Participated in a coding competition in 1 st Year University
School:	Member of a Trad Music Group for 3 years in Secondary School Participated in an Innovation Project in 6 th Year Secondary School
Other:	Grade 8 Piano, Full Irish Driving License

REFEREES

Lecturer:	Dr. Aidan Mooney
Connections:	Lecturer for Introduction to Computer Science in 1 st year
Phone:	(01) 708 3354
Email:	aidan.mooney@mu.ie

Lecturer:	Dr. John Keating
Connections:	Lecturer for Web Information Processing in 2 nd year and User Experience & User Interphase in 2 nd Year
Phone:	(01) 708 3854
Email:	john.keating@mu.ie

Appendix

Fourth year modules

Module Name

Music Programming 2

Image and Optical

Computer Vision

Cryptography

Programming Language Design & Semantics

Advance Computer Architecture

Parallel & Distribution

Computer Graphics

Advanced Concepts & Issues in Comp. Sci.

Third year modules

Module Name

Grade %

Software Design

70

Programming Language & Compilers

77

Computer Networks

51

Team Project

83

Software Verifications

68

Computation & Complexity

72

Work Placement Documentation

70

Second year results

Module Name	Grade %
Databases	74
Algorithms & Data Structures I	78
Algorithms & Data Structures II	81
Computer Architecture	85
Web Information Processing	70
Operating Systems: Communications & Concurrency	76
Software Testing	80
Intro to User Experience (UX) & User Interface (UI)	79
Software Engineering & Software Process	78
Theory of Computation	56
Calculus 3 (A)	76
Linear Algebra (A)	53

First year results

Module Name	Grade %
Introduction to Accounting	59
Financial Accounting, I	78
Introduction to Computer Science I	82
Introduction to Computer Science II	99
Computer Systems I	75
Computer Systems II	58
Introduction to Calculus (A)	54
Linear Algebra I (A)	94
Introduction to Statistics (A)	83