

Makayla K. Rodriguez

• <https://makayla-k.github.io/MakaylaK.Portfolio> •

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EDUCATION

California State University – Monterey Bay, Seaside, CA
B.S. in Computer Science, Software Engineering

Expected: May 2022

PROGRAMS

CSin3 Member - A selective accelerated pathway for earning a bachelor's degree in three years, featuring regular extracurricular workshops on academic and professional development.

SKILLS

- C++, Python, HTML, Linux, GitHub/Git, Java, Android, JavaScript, CSS
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ENGINEERING PROJECTS

USD - Open source Graphics Pipeline used by Pixar

September 2020 - Present

- Improved the documentation for building the USD codebase on MacOS ([pull request](#))
- Working through USD tutorials to build a USD plugin
- Set up and installed the USD project on an AWS linux instance

Book Exchange - Android mobile app

August 2020

- Collaborated with a team of 3 developers to create an app where users can search, trade or buy books
 - Book listings were retrieved from the New York Times API and ISBN API. Implemented user login and persistent login. Integrated with Back4App database to store user posts and other data
 - Created wireframes in Figma to illustrate the apps layout
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RELEVANT EXPERIENCE

Google's CSSix TA - CSUMB

June 2020 - August 2020

- Provided guidance to students to learn the basics of JavaScript incorporating topics such as: loops, libraries, and classes which would help in creating their first web app

Math Intensive Tutor - Hartnell College

February 2020 - May 2020

- Tutored 30 incoming Freshman on subjects such as Calculus, Pre-Calculus, Trigonometry, and Algebra
 - Hosted weekly office hour sessions
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EXTRACURRICULARS

Problem Solving Course - CTI Accelerate

August 2021 - Present

- Improved problem solving skills by practicing how to articulate and solve problems in a technical and non-technical interview setting
- Learned soft skills such as teamwork, professional networking, culture, and technical communication

3D Modeling - 8 Week Maya Course

December 2020 - Jan 2021

- Used Maya's interface to create and manipulate 3D objects.
- Learned how to use 3D modeling tools such as multi-cut, extrude, and bevel tools.

Android University - CodePath

August 2020 - November 2020

- Twelve week project-focused Android training facilitated by CodePath Teaching Assistants
- Built android studio projects using the API's of apps such as Twitter, Flixster, Instagram
- Includes: Android studio, Java, Heroku, Google Maps API, Firebase