Manuel Rodriguez Urdapilleta

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EDUCATION

National Autonomous University of Mexico (UNAM) — Mexico City, Mexico City
Bachelor of Engineering in Computer Engineering - GPA: 9.0/10 — *Aug. 2020 – May 2025*
- Awarded Telmex national academic excellence scholarship, granted to 2000 students across Mexico.

EXPERIENCE

Android Software Engineering Trainee — Sept. 2022 – Present
DexCom, Inc. — *Remote, San Diego, CA*
- Became part of the development team for the Dexcom G6 product for Android using the Java and Kotlin programming languages.
- Implemented functionality based on user stories, collaborating with the product managers and UX/UI designers.
- Updated the CI/CD pipeline using GitHub Actions, which allowed for the integration of a new version of the obfuscation service.
- Maintained the application's source code and documentation updated and organized by using Git version control systems.
- Worked in a team using the Scrum methodology, participating in daily meetings, retrospectives, sprint plannings, and sprint reviews to ensure effective collaboration and an efficient software development process.

Meta University for Engineering Intern — May 2022 – Aug. 2022
Meta Platforms, Inc. — *Menlo Park, CA*
- Received technical training on native Android development using Android Studio and the Java programming language.
- Outlined a project idea from scratch, including product evaluation, user stories and wire-frames.
- Attended to weekly 1:1 meetings with an Intern Manager and Project Peer to evaluate progress and asses major issues.
- Developed an Instagram clone from scratch using Parse Database for authentication and as a database.
- Created an Android App where users can sign-up, save their food preferences, create events other users can join, and see location recommendations based on all the event participants' preferences.

PROJECTS

Hangouts | *Java, Parse, Google Cloud, Git* — Jun. 2022 – Aug. 2022
Github - Video Display
- Developed a native Android application applying the MVVM pattern utilizing Material Design for the UI and Parse Database for authentication and database service.
- Engineered an algorithm with a Bayesian approximation approach to score and rank cuisine types based on the event participant's preferences
- Implemented Google Places API to fetch data about millions of businesses.
- Incorporated Google Maps API to display a map and display markers of recommended locations.

Shapez | *Godot Engine, GDScript, Git* — Jul. 2021
Github - Video Display
- Built a 2d mobile Sudoku-like puzzle game where players need to fit different colored shapes in a 3x3 grid according to a set of given hints.
- Acquired skills in mobile game development with the Godot game engine and GDScript in a short period of time (2 weeks total).
- Created a system to add, edit or delete levels with ease editing one JSON file.
- Designed an algorithm to pragmatically display each level's hints depending on the number of hints provided in the JSON file.

TECHNICAL SKILLS

Programming Languages: Java, Python, C, SQL (Oracle/SQLServer), JavaScript, HTML/CSS
Developer Tools: Git, Docker, Google Cloud Platform, VS Code
Languages: Spanish (Native), English (Fluent), French (Intermediate)