

Rodrigo Bondoc

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San Diego, CA

Professional Experience

Software QA Analyst

Jan. 2021 - Present

snapIoT (acquired by Covance Inc.)

San Diego, CA

- Identifying bugs and defects in applications and documenting them in the Jira bug tracking system
- Developing a library of test scripts in JavaScript using the Cypress framework to automate manual testing
- Performing smoke, regression, and end-to-end testing on web and mobile applications using Chrome DevTools and Android Studio

Compliance Specialist

Dec. 2019 - Dec. 2020

Aya Healthcare

San Diego, CA

- Audited and interpreted lab results and clinical documents for accuracy and took action to correct any errors
- Trained employees remotely in groups to understand compliance requirements for traveling clinicians from client hospitals, OSHA, and COVID-19
- Increased overall quality and efficiency in generating medical documents by at least 30% by incorporating JavaScript into PDFs

Design Engineer

Jul. 2019 - Aug. 2019

Raveon Technologies

Vista, CA

- Analyzed an RS-232 radio gateway and web server written in C/C++ for a Linux system
- Tested RF devices using electrical lab equipment such as power supplies, DMMs, and oscilloscopes
- Debugged and performed verification testing on the gateway to ensure proper function after a device port

Education

San Diego State University

Aug. 2014 - May 2019

B.S. in Electrical Engineering, Minor in Computer Science

San Diego, CA

- Cumulative GPA: 3.42
- Dean's List recipient in Fall 2017, Spring 2018, Fall 2018, Spring 2019
- Received Distinction in the Major for achieving an upper division major GPA greater than 3.5

Projects

Real-Time Game Randomizer - Independent Project

Nov. 2020 - Present

Github: <https://github.com/rbondoc96/DBD-Game-Randomizer>

- Designing and building a responsive client web application using Figma, React, SCSS, and Webpack
- Developing a RESTful server using Django to return randomly-generated player builds
- Implementing a WebSocket interface using Django Channels and Redis to host sessions of up to 5 players

Parking Buddy - Senior Capstone Project

Sep. 2018 - May. 2019

Github: <https://github.com/rbondoc96/EE-Senior-Design>

- Implemented an IoT solution to monitor parking availability inside parking structures using LoRa devices, cameras, and Raspberry Pis
- Developed a vehicle detection algorithm using Python and OpenCV that achieved up to 90% accuracy
- Presented vehicle congestion data to users in real-time through a native Android application

Skills & Interests

Programming Languages: Python, HTML, (S)CSS, JavaScript (ES6, Node.js)

Libraries & Frameworks: React, Express.js, Cypress, Django

Tools & Environments: Agile/Scrum, Git, Webpack, PostgreSQL, Chrome DevTools, Android Studio

Interests & Hobbies: Team sports; Video games; Travel; Yoga