

Rodrigo Bondoc

[GitHub](#)
/rbondoc96

[LinkedIn](#)
/in/rbondoc96

[rbondoc.com](#)

rbondoc96@gmail.com
+1 (714) 801-8816
San Diego, CA

Professional Experience

Software QA Analyst

Jan. 2021 - Present

snapIoT (acquired by Covance Inc.)

San Diego, CA

- Engaging in daily standup and weekly Scrum meetings with UI designers, developers, and project managers
- Identifying bugs and defects in web and mobile applications with the help of Chrome DevTools, Android Studio, and Xcode and document issues in Jira
- Writing and executing test cases in TestRail to evaluate applications used in clinical trials based on project specifications, HIPAA, and FDA regulations

Compliance Specialist

Dec. 2019 - Dec. 2020

Aya Healthcare

San Diego, CA

- Reduced the time taken to generate medical paperwork by at least 30% using Adobe PDF and JavaScript
- Created training guides on using clinical service portals and on auditing and interpreting medical documents
- Trained 5 remote employees simultaneously to understand compliance requirements from client hospitals, OSHA, and COVID-19 protocols in order to request the proper medical services for traveling clinicians

Design Engineer

Jul. 2019 - Aug. 2019

Raveon Technologies

Vista, CA

- Tested RS-232 radio modems using lab equipment such as power supplies, DMMs, and oscilloscopes
- Analyzed a Linux gateway used in SCADA that routes data between radios and ported its C++ code and PostgreSQL database onto a cheaper machine
- Became familiar with IoT devices and software from competitors to brainstorm new features for the gateway

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: [github.com/rbondoc96/DBD-Game-Randomizer](#)

- Developing a web application that lets users fetch randomized player game builds from a RESTful server
- Using Django to implement a REST API along with a WebSocket interface to host real-time sessions with 2-5 players
- Designing and building the client application UI using Figma, React, SCSS, and Webpack

Parking Buddy - Senior Capstone Project

Sep. 2018 - May. 2019

Github: [github.com/rbondoc96/EE-Senior-Design](#)

- Implemented an IoT solution to monitor parking availability inside campus parking structures using LoRa
- Presented vehicle congestion data to a user in real-time through a mobile Android application
- Developed a vehicle detection algorithm with Python and OpenCV that achieved up to 90% accuracy

Skills & Interests

Programming Languages: Python, C/C++, MATLAB, HTML, (S)CSS, JavaScript

Libraries & Frameworks: React, Django, Selenium

Tools & Databases: Git/Github, PostgreSQL, Chrome DevTools, Android Studio

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