**ROD WOODMAN**

Sunnyvale, CA | (408) 881-2234

<https://www.linkedin.com/in/rodwoodman> | [roderickwoodman@gmail.com](mailto:roderickwoodman@gmail.com)

<https://github.com/roderickwoodman> | <http://rodwoodman.com/portfolio.html>

**SUMMARY**

Experienced Software Developer with a background in designing developer tools that interface with complex systems. Looking to build quality products for a focused team by helping them solve their front end challenges. Holistic coder who not only values the software technology underneath but also the content presentation at the front end. Draws inspiration from great information communicators like Edward Tufte and Steve Krug. Would fit well doing a combination of UI/UX and back end coding on a business intelligence (BI) or Big Data platforms.

**TECHNICAL SKILLS**

**Languages:** HTML, CSS, JavaScript, jQuery, Swift, PHP, SQL, LESS, Bootstrap3, C, Tcl

**Frameworks:** AngularJS, Node.js, Express.js, D3.js, Socket.io, MongoDB, Mongoose, CodeIgniter

**Tools:** APIs, Git, GitHub, MAMP, XCode, FireBug, Google Analytics, bash, vim, Sublime Text 2,

Adobe CS5.5, Photoshop, Illustrator, Dreamweaver, Balsamiq, Omnigraffle

**Methods:** OOP, APIs, wikis, pair programming, hackathons, agile, responsive design,

User-centered design (UCD), wireframes, card sorting, site maps

**EDUCATION**

**Coding Dojo |** Blackbelt MEAN Stack | San Jose, CA | 2015

**UCSC Extension Silicon Valley** | Web Design Certificate | Santa Clara, CA | 2013

**Santa Clara University** | M.S. Computer Engineering | Santa Clara, CA | 2002

**California Polytechnic State University** | San Luis Obispo, CA | B.S. Electronic Engineering | 1996

**EXPERIENCE**

**CODING DOJO - San Jose, CA 2015-present**

**Web Developer Resident**

Immersive Web programming study program with numerous assignments, projects, and pair programming experiences in 3 full stacks: LAMP, MEAN, and iOS. Hackathon held by Uber and their API. See GitHub.

* **Frappy Bird** - A puzzling iOS dexterity game where the objective is to orient the device in three dimensions (roll, pitch, and yaw) to match the randomly-generated target orientation. Winner of the one-day internal hackathon. Coded in a team of 3 using the Swift language and the XCode IDE. Processed the gyroscope’s attitude data retrieved from the CoreMotion API.
* **H&H Supplies** – A fictitious e-commerce store that sells horseshoes and hand grenades. Coded in a team of 3 using PHP, CodeIgniter, and mySQL. User portal includes product filtering and pagination, and checkout with Stripe API. Admin portal includes order filtering and pagination, and new product image upload to Amazon S3.

**CISCO SYSTEMS - San Jose, CA 2005-2014**

**Diagnostic Software Engineer**

* Created an at-a-glance utility for displaying the physical connection points and the status of the dozens of reconfigurable Ethernet links within a chassis.
* Reduced 1000 pages of chip specifications of the company’s most complex chip into a 1-page visual representation that layered 6 variables across dozens of components.
* Designed, prototyped, and implemented the packet-steering logic for our test software that satisfied both the legacy and next-generation link topology for the company’s flagship Catalyst 6000 Internet switches.
* Defused a conflict between two senior developers by brokering an agreeable third design and then implementing it myself, to the great relief of the team manager.
* Presented a well-received series of code ownership transfer sessions with the China team via TelePresence. Tailored each technical presentation on the massive codebase to the feedback received.
* Improved user troubleshooting abilities on a new suite of network traffic tests building in selectable help modes in the form of tiered degrees of plain English status messages.
* Championed the group wiki, improving team communication and distributing domain expertise.
* Designed an API routine for Ethernet switch programming that eliminated redundant programming steps and reduced debug time.

**HEWLETT-PACKARD - Cupertino, CA 2001-2005**

**Bringup Engineer, Hardware/Software**

* Ported a link exerciser tool, improved the user interface (UI) libraries, and still beat the schedule.
* Learned a new software codebase and hardware architecture in a few short months, enough to take full product ownership.
* Added fault injection into the chip design, improving the testability of a microprocessor subsystem and helping to beat the project schedule.

**INTERESTS**

Making sense of the Information Age fire hose is a fun challenge for me. I instinctively contextualize and simplify all information that I come across. And so I love **photography, writing, editing, and data visualizations** for their challenges of identifying and presenting only the most important data to the consumer. And being able to jump between the code, text, and visual representations of this data in order to communicate with others comes naturally to me.