

Rodrigo Morales

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EDUCATION

NJIT

BS IN COMPUTER SCIENCE

MAY 2024 | Newark, NJ

COURSEWORK

Programming Language Concepts
Operating Systems
Data Structures and Algorithms
Computer Science Fundamentals
Introduction to Cyber Security

SKILLS

PROGRAMMING LANGUAGES

Expert:

- C# • Python • JavaScript
- Matlab • Ruby on Rails • Java

Proficiency:

- C • C++ • TypeScript • PHP • Assembly

TECHNOLOGIES

- .Net Core • AWS • Azure • Docker
- Kubernetes • Jenkins • MySQL
- React.js • Angular.js • Vue.js
- Spring Boot • TensorFlow • PyTorch
- Apache Kafka

EXPERIENCE

NJII SOFTWARE ENGINEERING INTERN

May 2023 - Present Newark, NJ

Responsible for testing and debugging integration components within healthcare application system that determines Medicare/Medicaid eligibility. Collaborated with New Jersey Health Information Network (NJHIN) to address any issues regarding HIPAA (Health Insurance Portability and Accountability Act) compliance. Worked on finding a matching NPI (National Provider Identifier) from several Excel files in order to find a healthcare provider that has active care relationship with a person who may not be eligible for Medicare. Then, reach out to the facility in order to notify the patient. My primary goal focused on automating this series of tasks using JavaScript. Series of tasks have to conform under HIPAA rules. Operated within a cloud computing environment, specifically utilizing AWS EC2 to send patient data to a C# server.

GREENSTAND SOFTWARE ENGINEERING INTERN

Sep 2021 - May 2023 Remote

Used the Agile philosophy to foster iterative development and continuous improvement of the tree tracker API. App was built to motivate organizations to plant trees and record tree data into app. Helped develop admin side to help view tree grower's information and to display tree data into a human readable way.

PROJECTS

LLM WRAPPER SYSTEM

Project Link Last Updated: March 2025

Developed an LLM wrapper application for personal use hosted by Heroku. Learned about Cloud Revisions and configuration variables to host and implement this application. Used OpenAI and Llama API for chat. Implemented sign-in functionality and a personalized chat history feature. Learned about cloud environments and reading cloud logs for revisions and learned about different staging environments. Saved hundreds of dollars on cloud resources using Heroku's Automated Scaling.

NATURAL LANGUAGE PROCESSING FOR CLOSE CAPTIONS

Last Updated: Jan 2024

Developed a natural language processing project to transcribe YouTube videos using Python across multiple languages. Used machine learning libraries such as sklearn and PyTorch and used Open AI whisper module to fine tune the model. Using transcript information as ground truth, the learning model achieved 78% accuracy rate. Successfully developed and deployed application across five distinct milestones.

COVEY TOWN EXTENSION

Last Updated: June 2023

Covey Town is a social media video chat application as a 2d game format. My team collaborated on the integration of a Spotify extension into a video conferencing application, enabling seamless group music listening experiences within chat rooms. Typescript and React was used for most of the project with the exception of a few bash scripts to authenticate Spotify users. Every teammate had individual adoption of Docker containers and virtualization technologies. Implemented a static analysis tool called Coverity to our GitHub Workflow.