

# SUNNY RODRIGUEZ

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github.com/spltttingatms

Web developer experienced in building API services that can scale to a global level.



## EDUCATION

University of Washington  
Bachelor of Science in Electrical Engineering

2013  
Seattle, WA



## EXPERIENCE

### Member Services SDE Microsoft

2013-2016

- Developed APIs to aggregate user subscription information for the customer facing self-service management portal as well as Microsoft support agents
- Planned the geographic locations of the service to maintain low latency and three nines availability
- Surpassed goals with 90 million requests per month and peak traffic at 80 requests per second
- Integrated Microsoft security solution for server and user authentication
- Designed an HTTP pipeline for tracking and monitoring request execution
- Managed cross-team relationships with Xbox and Office to design and develop APIs
- Researched and presented talk on production testing strategies and techniques

### Undergraduate Researcher MobileASL

2009-2013

- Co-authored ASSETS research paper submissions
  - 2013 Web-Based Intelligibility Evaluation of Sign Language Video Transmitted at Low Frame Rates and Bitrates
  - 2010 Web-Based User Survey for Evaluating Power Saving Strategies for Deaf Users of MobileASL
- Implemented web-based user studies using ZervWizard framework in PHP
- Ported open-source VoIP IMSDroid/Doubango project to HTC Thunderbolt

### Windows Phone SDE Intern Microsoft

2012

- Partnered with an intern to design a Wi-Fi data collection service to boost SoHo data size
- Created network speed test app on Windows 8 platform as a demonstration
  - Network Speed Test (<https://www.microsoft.com/store/apps/9wzdncrfhx52>)
- Published and analyzed data on Microsoft-internal cloud-based big data platform

### Windows Phone Explorer Intern Microsoft

2011

- Underwent full development cycle of a location-based game on WP7 OS
- Collaborated with two other interns and rotated between the three disciplines
- Designed game UI, developed MPN web service, and tested game interface
- Incorporated new push notification service into game



## PROJECTS

### KhanDotNet

A .NET client library for Khan Academy APIs.

<https://github.com/spltttingatms/KhanDotNet>

### EasyConsole

A .NET library that makes it easy for developers to quickly build menu interfaces for console applications.

<https://github.com/spltttingatms/EasyConsole>

### TicTacToe with Friends

A real-time tic-tac-toe game using ASP.NET SignalR. Live demo at <http://tictactoeofriends.azurewebsites.net/>.

<https://github.com/spltttingatms/TicTacToe>

### RouteLapser

A demo to create Google Street View hyperlapse videos from TCX routes.

<https://github.com/spltttingatms/RouteLapser>