

# Rafael-Sunny Rodriguez

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*Driven software engineer skilled in server-side development within the mobile industry.*

## **EDUCATION**

**University of Washington**, Seattle, WA  
Bachelor of Science in Electrical Engineering

**Graduated: June 2013**

## **COMPUTER SKILLS**

<i>Languages:</i>	C#, Java, Python, PHP, HTML/CSS, JavaScript, SQL
<i>Platforms:</i>	ASP.NET Web API/MVC, IIS, WCF, Azure, Windows 8/Phone, Android
<i>Software:</i>	Visual Studio, Team Foundation Server, Eclipse

## **EXPERIENCE**

**Membership DEV R&D SDE – Member Service**

**September 2013–Present**

*Microsoft, Redmond, WA*

- Designed a high-throughput middle layer service to wrap dependencies on partner services
- Managed a cross-team relationship with external partners to design and develop a new API
- Integrated the Microsoft standard security solution for server and user authentication
- Developed a data-access layer for Azure Tables to facilitate access to persistent storage
- Designed an HTTP pipeline for tracking and monitoring request executions

**Undergraduate Student Researcher**

**November 2009–June 2013**

*MobileASL University of Washington, Seattle, WA*

- Co-authored ASSETS 2010 & 2013 research paper submissions
  - 2013. A Web-Based Intelligibility Evaluation of Sign Language Video Transmitted at Low Frame Rates and Bitrates
  - 2010. A Web-Based User Survey for Evaluating Power Saving Strategies for Deaf Users of MobileASL
- Developed a PHP platform to conduct web-based user studies for video quality
- Ported open-source IMSDroid/Doubango project to HTC Thunderbolt

**Windows Phone Services SDE Intern - SoHo**

**June 2012–September 2012**

*Microsoft, Redmond, WA*

- Worked with another intern to design a WiFi data collection service to boost SoHo data size
- Created network speed test app on Windows 8 platform as demonstration of service
- Published data to Microsoft-internal cloud-based big data platform

**Windows Phone Services Explorer Intern - SeattleRace**

**June 2011–September 2011**

*Microsoft, Redmond, WA*

- Underwent full development cycle of a location-based game on WP7 OS
- Designed game UI, developed MPN web service, and tested game initialization interface

## **PROJECTS**

- SmartFridge Capstone– An embedded project with the goal of reducing household food waste
- Intergalactic Space Craft Control System – A control system involving various peripherals such as proximity and temperature sensors, audio speakers, an input keypad, and LCD display.