THOMAS RODGERS

Kirkland, WA 98034
Phone: (206)359-2960 | Email: thomasrodgers271@gmail.com
LinkedIn: linkedin.com/in/thomas-rodgers-84b710105/ | GitHub: github.com/trodge
Portfolio: trodge.github.io

SUMMARY

- Full Stack Web and Software Developer with a background in Psychology.
- Excels at writing stable, effective code, both individually and as part of a team.

TECHNICAL SKILLS

Languages: C/C++, Javascript, Python, Java, HTML, CSS
Software Tools: SQlite, jQuery, Node.js, SDL, Git, React, MongoDB, SQL, Bootstrap, Express

PROJECTS

Good Watches | **github.com/trodge/Good-Watches/** | **good-watches.herokuapp.com/**
- Full stack web app for finding movies to watch.
- Wrote backend routes and managed database using Mongoose models.
- **Tools used**: Node.js, React, MongoDB, Google and Twitter Authentication

Something Borrowed | **github.com/trodge/Something-Borrowed** | **something---borrowed.herokuapp.com/**
- Full-featured website for borrowing items from friends.
- Created REST API and back-end database models using Sequelize for requests, items, and user groups.
- **Tools used**: Node.js, Sequelize, Bootstrap, Express, Handlebars, Google Authentication

Kite Club | **github.com/trodge/Kite-Club** | **trodge.github.io/Kite-Club**
- App for finding the best place to fly a kite based on available weather data.
- Built map interface and integrated UI with weather API backend.
- **Tools used**: Javascript, Dark Sky API, OpenLayers, Materialize, Accuweather

Camels and Silk | **github.com/trodge/Camels**
- Open source game simulating the life of an 11th century silk road trader.
- Wrote UI code, graphics, game logic, and database.
- **Tools used**: C++, Boost, SDL, SQlite, Google FlatBuffers

EXPERIENCE

Lead Teacher - Computers and Math 4 Kids   Redmond, WA   2016 – Present
- **Scratch** - Taught classes in visual drag-and-drop programming. Created numerous game projects with students including pong, 2d platformers, 3d tic-tac-toe, and asteroids.
- **Python** - 2 8-week sessions of enrichment courses focused on game development using Pygame, an SDL wrapper. Made basic breakout, frogger, and artillery games. Taught simple object-oriented principles.
- **Robotics** - Classes in LEGO Mindstorms building and programming robots for tasks such as remote control, autonomous motion, and color sorting. Taught programming for the Rokit CoDrone, which has a programmable controller using the Arduino language.

Instructor - Mad Science   Bellevue, WA   2009 – 2015
After-school and summer science-based enrichment classes for elementary school students. Projects included model airplanes and rockets, slime, chromatography, and chemistry experiments.

EDUCATION

Full Stack Web Development Certification: University of Washington   Completed 2019
24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, jQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS. Final grade: A+.

Bachelor of Arts, Psychology: University of Washington, Seattle   Graduated 2014
- AP Computer Science (4) in high school covering Computer Programming I
- Computer Programming II (CSE 143)