

THOMAS RODGERS

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Portfolio: trodge.github.io



SOFTWARE ENGINEER AND FULL-STACK WEB DEVELOPER

- 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: Go, Python, C/C++, Javascript, Java, HTML, CSS

Software Tools: SQLite, jQuery, JSON, SDL, Git, React, MongoDB, SQL, Bootstrap, Express, FlatBuffers

APPLICATIONS

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 (property tree, multi index containers), SDL, SQLite, Google FlatBuffers

EXPERIENCE

Software Engineer - Adecco @ Google

Seattle, WA

2020 – Present

Worked with several teams developing configuration management tools for Google Cloud Platform, including Deployment Manager and Config Connector. Created kpt packages and resource samples in yaml and json, contributed to Go libraries, and developed Python tooling to help customers manage their cloud infrastructure declaratively. Worked with Kubernetes and Terraform to test REST API endpoints and deploy cloud assets.

Lead Teacher - Computers and Math 4 Kids

Redmond, WA

2016 – 2020

- **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. Used Arduino to program controls for the RoKit Codrone.

Instructor - Mad Science

Bellevue, WA

2009 – 2016

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, Handlebars.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)