

Thomas M. Rodriguez

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OBJECTIVE A position as a Full Time web developer.

EDUCATION *Learn SD, Web Development Bootcamp*
May - August 2015

Bachelor of Science, Mechanical Engineering
University of Arizona, Tucson, AZ, May 2013

COMPUTER SKILLS *Languages & Software:* HTML5, CSS3, Javascript, Ruby, Postgres, MongoDB, Python, Matlab, Photoshop, Sketch *Operating Systems:* Unix/Mac OSX.

PROJECTS October 2014 - present

Barter— <https://github.com/smcfarlane/Barter>

- Collaborative group project built with Ruby on Rails involving skill based bartering
- Features map based location filtering, devise with omniauth, and an admin dashboard

Adventure Game— github.com/trodrigu/adventure_game

- Finite state game designed with lessons to help a user learn ruby
- TDD to build map and engine

Wild Life Tracker— github.com/trodrigu/wild_life_tracker

- Rails app that tracks, stores and geolocates species
- Packery, a bin packing algorithm for the grid

Code Blog— tommyr.me

- Static site with front end responsive design written in Jade, jQuery, Stylus

Project Euler— github.com/trodrigu/projecteuler

- solved 1-11 and found greatest product of four adjacent numbers in the same direction (up, down, left, right, or diagonally) in a 20 by 20 grid

The Odin Project— github.com/trodrigu/odinproject

- Etch-a-sketch with jquery producing randomized colors on hover
- TDD with rspec to make Temp Converter, Calculator, Simon Says, Book Title Corrector, and Timer String Display

EXPERIENCE *Graduate of MongoDB for Node.js Developers* May - July 2015
MongoDB Inc.

- Completed 7 week course involving MongoDB and CRUD, Schema Design, performance, the aggregation framework, and application engineering