



ALEXIS RODRIGUEZ

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Education

Pasadena City College

Expected: June 2023

Engineering and Technology (AA), Natural Sciences (AS), Mathematics (AS-T)

Technical Skills

Languages: C++, Java, Python, Typescript, Javascript, HTML/CSS, LaTeX, Markdown, Command Line

Developer Tools/Environments: VS Code, CLion, Pycharm, Webstorm, Android Studio, drawio, MacOS, Windows

Technologies/Frameworks: GitHub/Git, Ionic, Angular, ReactJS, React Native, SFML, Arduino

Experience

Pasadena City College

Pasadena, CA

Front End Developer Intern

October 2021 – Present

- Led project team members in implementing a nutritional database hosted on the LibreText platform.
- Utilized React framework, NodeJS, ExpressJS, MongoDB, Javascript, HTML, and CSS in the development of a public nutrition learning tool for students nationwide.
- Implemented scrum agile software development life cycle to gather user requirements and code a tool for individuals to monitor their nutritional goals.
- Maintained best practices to create reusable, concise web components for various aspects of the project.

Software Engineer Intern

December 2020 – Present

- Helped the college improve overall communication to students by developing a hybrid mobile application for Android and IOS platforms.
- Quickly excelled at “on the job” learning through vast research of Angular, Ionic, Typescript, HTML, and CSS documentation.
- Led the team design meetings to ensure detailed and comprehensive documentation for future developers using drawio (workflow and UML diagrams) and markdown files for the different app features.
- Met with clients regularly to guarantee all requirements were met.

Computer Science Tutor

March 2020 – Present

- CRLA Level 1 Tutoring Certification
- Ensured that all students left each session with better understanding of the curriculum.
- Worked one-on-one and in groups to problem-solve our way toward understanding.
- Went above and beyond preparing guides on how tackle concepts for the diverse student population.
- Encourages and succeeded at instilling good practices such as design documents, proper commenting, time management, asking questions.
- Made sure students felt supported and had access to all the great resources online such as videos, documentation, and student success groups.

National Aeronautics and Space Administration

Edwards, CA

NASA Community College Aerospace Scholar (NCAS)

September 2019 – October 2019

- Chosen to participate in the onsite experience at Armstrong Flight Research Center in Edwards AFB, CA after completion of the intense online program about NASA missions.
- Put forth a team effort to design and program a rover, using a LEGO Mindstorm EV3, that could retrieve rocks, call out minerals, and rescue lost rovers.

Volunteer / Extracurricular

MATE ROV Competition

Pasadena, CA

Developer

November 2021 – Present

- Researched marine robotics and aided in building the underwater rover, as well as developed automation capabilities.
- Collaborated with mentors and peers to integrate Arduinos and Raspberry Pi into this multi-level project.

Projects

Frogger | C++, SFML | Recreated the iconic 80s game. Implemented key data structures and learned a lot about 2D space.

Texas Hold'em | Python, pygame | Utilized GitHub and Markdown language to develop a well documented Python project.

PCC Mobile App | Typescript, Ionic, Angular | Key developer in creating a communication hub for Pasadena City College.

Solitaire | C++, SFML | Created drag and drop SFML class to move cards around the board.

Tic Tac Toe 2.0 | Java | Unique take on Tic Tac Toe. Up to 10 players. User decides what it takes to win the game.