

Jonathan Rodriguez

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TECHNICAL SKILLS

•C/C++•Java•C#•SQL•OpenGL•HTML•CSS•Javascript•Solidworks•GDB•MATLAB•Linux•Windows

Bachelor of Science (B.S.), Computer Science and Engineering **May 2017**

Relevant Subjects: Data Structures, Database Systems, Database Systems Implementation, Computers and Network Security, Software Engineering, Operating Systems, Computer Graphics, Object Oriented Programing, Algorithm Design and Analysis

University of California, Merced

Merced, CA

EXPERIENCE

Undergraduate Research with Dr. Florin Rusu

Oct 2015 – May 2017

University of California, Merced CA

- Generalized Linear Aggregate Distributive Engine (GLADE) integration and SQL Client implementation
- Analyzing code for testing and debugging using GDB and Valgrind
- Weekly meeting with Dr. Rusu to innovate and improve current project design

UC Merced Dining Services Student Supervisor

May 2016 – May 2017

University of California, Merced

- Communication with management team and supervision of student employees
- Understanding of policies, procedures and ability to communicate them to fellow employees
- Leading group of employees to accomplish complex tasks

UC Merced Dining Services Mobile Associate

Aug 2014 – May 2016

University of California, Merced

- Customer Service, attentiveness and patience with customers
- Always try to answer questions to the best of my ability or directing them to someone who can answer them if I was unable to answer
- Cash Handling and Food Safety Training

ACADEMIC PROJECTS

Advanced Encryption Standard

Sept 2016 – Nov 2016

University of California, Merced: Computer & Network Security

- 128bit AES created using C++
- Message encrypted using Byte Substitution, Mixing Columns, Shifting Rows, Adding Round Keys
- Set key is used for easier verification of encryption

UC Merced Mobile App Challenge

Jan 2016 – May 2016

University of California, Merced

- Successfully built a Mobile app prototype on Android Studio using Java
- Partnered with the Mentor Success Program of UC Merced
- App addressed Mentor/Mentee matching system, organizing information about the organization and people, as well as helping promote the mentor program

Key frame Animation Project

Nov 2015 – Dec 2015

University of California, Merced: Computer Graphics

- Key frame animation achieved through use hierarchical objects
- Implementation of collision detections
- Created using Microsoft Visual Studio

ASSOCIATIONS/LEADERSHIP

Theta Tau Professional Engineering Fraternity

- *Technology Chair:* Website Maintenance & creating innovative alternatives for current technical systems
 - *Research and Development* Committee member worked on project benefiting the community
 - Lead group in construction of Mu Block project, programming LED light control in Python
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