Christian T. Rodriguez

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EDUCATION

Florida Polytechnic University, Lakeland, FL
Bachelor of Science in 'Computer Science'
Anticipated Graduation, May 2025

Clubs:
FLPolycon (Member),
Media Club (Vice President and President)

EXPERIENCE

Florida Polytechnic S.I.M. Lab Worker   September. 2022- May. 2023
- Utilized Adobe Illustrator and Adobe Photoshop to create logos and posters for various clubs and events
- Utilized Motion capture software to promote a game made by the SIM Lab
- Managed equipment rentals and upkeep
- Created promotional videos for events

PROJECTS

Cloudy Meadows   Itch.io   Summer. 2022
Description: In this game you farm on top of skyscrapers in an effort to make enough money to buy the location before Mr.C can buy it.

- Programed the game in JavaScript taking advantage of the P5.js library.
- Programmed a tile based level system with entity movement and multiple levels
- Designed an item and inventory system using pure JavaScript
- Implemented a save and load system with the browsers local storage
- Designed a dialogue system, that would read dialogue from a JSON file and output the correct sentences, responses, gifts, and quests.

Nebula Hive Mind   Personally Hosted   Spring. 2021
Description: In this game you spawn in on your own team and when you kill another player they join your team, then when the entire server is on one team you all fight a boss together.

- Programmed the game in JavaScript taking advantage of libraries such as Node and P5.js.
- Implemented player movement code and rotation
- Developed the network code for several socket endpoints
- Designed an event based system using a special random value for non-player things to reduce the messages sent to and from the server.

Plane Game   Itch.io   Fall. 2021
Description: In this game you fly over the ocean dodging waves and birds while collecting coins.

- Programmed the game in python taking advantage of the pygame library.
- Designed a matrix reader that would output the desired wave patterns for the player to dodge.
- Programmed a 3x3x3 grid for the play space that the player could move and interact with.

SKILLS

- *Software:* Adobe Acrobat, C, C++, Python, JavaScript, HTML, PHP, Adobe Photoshop, R, Java, React, Database, SQL, Node.js, P5.js, Git, Pygame, JSON
- *Hardware:* Electrical Wiring, Arduino, Soldering
- Other: People Skills, Quick learner, Organizational skills, Computer skills, Communication Skills, Problem management, Leadership, Phone etiquette