


CONTACT

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📍 McAllen, TX - Open to Relocation

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EDUCATION

University of California, Berkeley
Bachelor of Arts (B.A.)
Computer Science

August 2021 - Expected May 2026

- **Relevant Coursework:** Discrete Mathematics and Probability Theory, Data Structures, The Structure and Interpretation of Computer Programs, Video Game Design and Development, Designing Information Devices and Systems, and Foundations of Data Science

SKILLS

- **Computer Languages:** C#, Java, Python, HTML, JavaScript, Version Control

- **Environments/Applications:** Unity 2D/3D, Git, Final Cut Pro, Adobe Creative Suite

- **Technical Skills:** Game Development, Object-Oriented Programming, Data Structures, Numpy, Data Analytics, Databases

AFFILIATIONS

Reel Voices

May 2020 - October 2020

- Directed a documentary film focusing on the impacts of COVID-19 on the Veterans Affairs San Diego Hospital during the height of the pandemic and highlighted the effects on essential workers.
- Managed all stages of production, including coordination of schedules for three participants. Personally owned photography, video editing, and audio mixing.
- Premiered at the San Diego Asian Film Festival and selected for the Cineteen San Diego Youth Festival and the 2021 All American High School Festival.

Angela Rodriguez

Seeking a rigorous internship position to advance my career in a high-level professional environment, where I can contribute my skills, knowledge, and enthusiasm to learn and grow in the industry.

PROJECTS

- **HEINZ:** Selected as game development winner of the 2-day UC Berkeley Bear Jam. I aided in the battle system, including animations, health, physics, and other core game mechanics. I was the lead in generating the dialogue system carrying three possible endings.

- **MORNING MEOWSIC:** Programmed a 3D rhythm game & worked with an art team in the Unity Engine for the 2-day Activision Blizzard King Game Jam. Designed UI, status bar, and rhythm frameworks. Coded in C# for user input, audio, and win/lose conditions.

- **RAT IN THE TRAP:** Led the programming and game design team in a 2D survival horror visual novel game. Integrated the animations, User Interface (UI), and choice-based dialogue system using the Unity Engine and presented at UC Berkeley's Game Design & Development Conference.

- **CAVE OF LUCK:** Implemented a 2D tile-based world exploration engine with Java using a tile renderer, enabling users to explore and interact with objects with an overhead perspective. Executed the world generation algorithm, UI, saving/loading, heads-up display, and user interactivity game mechanics.

EXPERIENCE

Information Technology Intern, US Department of Agriculture (USDA)

September 2023 - February 2024

- Assist in the maintenance of IT databases - checking hardware and software inventories for completeness and validity, and correcting erroneous data.
- Utilize Tableau and Python to support the USDA's Amazon Web Services (AWS) based enterprise data platform.
- Normalizing transactional data under the 1NF/2NF degree, integrating systems in data warehouse via extensive projects to incorporate data.

Data Analyst Intern, GamePlay, Inc.

January 2023 - May 2023

- Served as lead data analyst for the collection of sports field data across multiple cities in the state of California.
- Maintained, organized, and uploaded sports field data to a website to maintain a Postgres Field Database used to increase accessibility and renting of sports fields across multiple cities.
- Managed digital marketing through Google Ads/Analytics to increase search engine relevance optimization.

Associate Production Director, The Daily Californian

August 2022 - May 2023

- Facilitated the shift schedule, supervised employees, and improved product quality in the transition from page flats to the final newspaper.
- Designed and provided training to the day and night newspaper producers to increase workload productivity.
- Managed and advertised the INK Creative Agency programs.