


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:** Unreal Engine, 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 game design intern position in a high-level professional environment, where I can contribute my skills, knowledge, and enthusiasm to learn and grow in the gaming 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

Mentorship & Industry Relations Officer, Cal Marginalized Genders in Gaming (CMGG)

May 2024 - Present

- Moderating the club with a community of 850+ members and assisting in the collaboration with our paid sponsor of our events and programs.
- Supervising the expansion of the coffee chat program by diversifying the speakers we host to include gaming industry professionals, indie developers, and streamers to increase coffee chat attendance.
- Organizing the promotion of the mentorship program by contacting game industry professionals and running career development events to cultivate connections with students of marginalized genders and mentors.

Information Technology Intern, US Department of Agriculture (USDA)

September 2023 - February 2024

- Assisted in the maintenance of IT databases - checking hardware and software inventories for completeness and validity, and correcting erroneous data.
- Utilized Tableau and Python to support the USDA's Amazon Web Services (AWS) based enterprise data platform.
- Normalized 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.