ANTHONY RODRIGUEZ

Full Stack Developer

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github.com/AnthonyRodriguez726 | Portfolio

SUMMARY

Full-stack developer building TypeScript web applications, Python APIs, and workflow automation. Launched RNGlyph, a daily letter game built with Next.js and PostgreSQL, and contributed Python methods and automated tests to the open-source CanvasAPI client.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, PHP, SQL, HTML, CSS

Web and mobile: React, Next.js, React Native, Redux, Node.js, Express.js, Flask, REST APIs

Data: MySQL, PostgreSQL, SQLAlchemy, Drizzle ORM

Testing and automation: Jest, Vitest, Playwright, API tests, Google Apps Script, Git

Deployment: Docker, Linux/Ubuntu, Nginx, Gunicorn, RunPod

RELEVANT EXPERIENCE

Full Stack Developer May 2023 - Present

Freelance | *Remote*

POD Analyzer: github.com/AnthonyRodriguez726/redbubblehelper

- Built POD Analyzer's Python/Flask API to retrieve Redbubble search-result counts and media suggestions as JSON for print-on-demand research.
- Implemented SQLAlchemy models and timestamp-based queries that reuse stored media results and refresh categories after 48 hours.
- Integrated a custom GPT with the research API to support product and niche exploration.
- Deployed web applications on Ubuntu with Nginx, Gunicorn, and SSL; packaged POD Analyzer with Docker.

Technical Advisor June 2021 - May 2023

Tempo Storm | *Remote*

- Provided technical guidance for The Bazaar website launch and evaluated infrastructure and development processes to support product delivery.
- Analyzed video game monetization models and industry practices to inform launch strategy.

Web Application Developer November 2016 - June 2021

University of Central Florida, *Center for Distributed Learning* | *Orlando*, *FL*

- Built educational web applications with React, Node.js, and AngularJS for university learning experiences.
- Added Python methods to CanvasAPI, an open-source Canvas LMS client, for discussion subscriptions, ratings, and read/unread status.
- Created automated tests and JSON response fixtures for CanvasAPI methods, covering successful requests and API error responses.
- Added Jest regression tests for camera movement, position resets, and asset editing in the React/Redux Nursing Simulation Builder.

SELECTED PROJECTS

RNGlyph

Daily letter game | *Next.js*, *TypeScript*, *PostgreSQL*, *Drizzle ORM* | rnglyph.com

- Built a scoring engine that checks each nine-symbol draw against 200 pattern badges. Players sign in by email to save results and compare scores on global and friends-only leaderboards.
- Enforced one official draw per player per day with PostgreSQL transactions and a unique constraint. Simultaneous requests and retries return the saved result without awarding points twice.
- Tested concurrent draws and midnight resets against PostgreSQL with Vitest and covered sign-in and daily play with Playwright browser tests.

TrueMova

In development

Ukrainian pronunciation app | *React Native*, *TypeScript*, *RunPod*

- Developing a mobile app with listening practice, audio recording, and pronunciation-assessment workflows.
- Compared RunPod serverless responses for short recordings: 1-3 seconds with warm workers versus 20-30 seconds from cold starts, weighing responsiveness against hosting cost.
- Refine sign-in and assessment interface designs, including light and dark themes, typography, and spacing.

Twitch Clip Organizer

JavaScript, *Google Apps Script*, *Google Sheets*, *Twitch Helix API*

github.com/AnthonyRodriguez726/Twitch-Clip-Organizer

- Automated clip categorization by extracting IDs from URLs, retrieving Twitch clip and game metadata, and writing results to Google Sheets.
- Flagged invalid links, clips from other channels, and potential duplicates using video IDs and timestamp buckets to support clip review.

EDUCATION

University of Central Florida

Computer Science coursework | 2016 - 2020