

# Mike Rodriguez

CTE Teacher/Educator, IT Professional, Developer, and Project Manager

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## EXPERIENCE

### NeuroNav — Private Mentor, Consultant, and Teacher

2023 - PRESENT

I currently work as a private 1:1 mentor, teacher, and consultant for students enrolled in the California Self-Determination Program (SDP). My role involves assisting students with developmental challenges in planning, designing, and completing their software and game development projects.

### Weston Distance Learning — Technology/Digital Solutions eLearning Contractor

2023 - PRESENT

I collaborate with project managers and subject matter experts to develop creative, intuitive, and engaging learning solutions for adult learners. My work involves integrating simulations, gamification, and VR into courseware to enhance student persistence within a proprietary learning management platform.

### Ready for Industry / NOCTI — Subject Matter Expert (SME) Writer

2023

I worked with NOCTI, Ready for Industry, and eDynamicLearning to design certification assessments and content for the information technology industry.

### eDynamic Learning — Subject Matter Expert (SME) Writer

2018 - PRESENT

As a Subject Matter Expert (SME) in Programming, Computer Science, and Game Design, I write, edit, and contribute extensively. This includes authoring multiple complete (100,000 word+) courses in game design and programming, as well as editing or writing activities for various others. I also participated as a keynote presenter and panel member at the eDL Virtual Summit in both 2020 and 2021. Additionally, I handle internal projects related to help desk support and experimental AI functionality.

### GameDev.tv — Course Developer, Instructor

2022 - PRESENT

I created and developed the GameDev.tv Unreal Engine 5.1 Action Adventure Course, which covers the latest features of Unreal Engine 5, including blueprints, MetaHumans, Megascans, Behavior Trees, and more. It has become one of their best-selling courses.

### Mayu — Project Manager, Developer

2021 - 2023

During my time at Mayu, I worked as a programmer and project manager on multiple client projects. I designed Augmented Reality (AR) filters that utilized ChatGPT and Artificial Intelligence (AI) for an environmental waste awareness campaign. I also collaborated with developers on website upgrades and development, incorporating 3D integration with Three.js, 2D animation, and other accessible web design features. Additionally, I developed AI solutions for workshops and LangChain's private LLM use in the healthcare field.

### Polygone, StreamSavers (MikeTheTech)— Game Developer

2017 - 2023

I manage the development of two games, Polygone using Unreal Engine and StreamSavers with GameMaker

## SKILLS / Credentials

Teaching Credential: CTE Certified Teacher in Four Subject Areas:

- Arts, Media, and Entertainment
- Information and Communication Technologies
- Business and Finance
- Marketing, Sales, and Services

Additional Credentials: Certified Substitute Teacher

Additional Credentials: NCLB Certified Paraprofessional

Game and Software Developer

IT Professional

AI / Machine Learning Specialist

## LANGUAGES (Bilingual)

- English (Primary)
  - Spoken/Written
- Spanish (Secondary)
  - Spoken/Written

Studio 2, both available on Steam. I handle programming, development, and outsourcing tasks as needed for each project.

- **Polygone** is a low-poly, yet highly visual take on the classic Call of Duty “Zombie Modes”.
- **StreamSavers** is an idle-clicker game with heavy gacha/collecting and leveling mechanics that sits in your YouTube or Twitch streams. Viewers can interact with Twitch commands and donations.

### **Alisal High School, SUHSD — *Career and Technical Education Teacher (CTE), Computer Science and Game Design***

2019 - 2020

During the summer of 2019 and throughout the 2019-2020 school year, I worked as a **full-time Computer Science and Game Design teacher**.

### **Millennium Charter High School, MCOE — *Career and Technical Education Teacher (CTE), Game Design and Media Production***

2017 - 2019

I served as a **full-time CTE Certified Teacher** at Millennium Charter High School, where I taught **Game Design and Media Production**. This included teaching introductory courses as well as **in-depth, daily, 4-hour classes**.

### **The Taylor Farms Center for Learning, (Future Citizens Foundation) — *Career and Technical Education Instructor (CTE), Game Design and Coding***

2018 - 2019

I held the position of a **Game Design and Coding Instructor** for students ranging from elementary to high school age. The workshops I offered covered a wide range of topics, including **Intro to 2D Game Design, Intro to 3D Game Design, HTML/CSS Coding, Web Page Design, Python Programming, and more**.

### **The Media Center for Art, Education & Technology, (MCAET, MCOE) — *Game Design and Integration Instructor and Consultant***

2016 - 2018

I developed a course aligned with CTE curriculum pathways, utilizing software such as GameSalad, GameMaker Studio 2, Unreal Engine, and Unity. Before that, I **instructed students at the MCAET Digital Media Lab** and in the **Mobile Digital Media Studio** across various Salinas elementary schools, as well as at the Bay School of San Francisco. Additionally, I taught **Computer Literacy and Excel classes in Spanish** at Alba Farms in Salinas and served as a substitute/on-call **Video Production Instructor**.

### **Loaves, Fishes, and Computers, (LFC)— *Refurbishment and Workshop Instructor, Advisory Committee Member***

2018 - 2019

I taught a **Chromebook refurbishment class** at LFC to **low-income families**, conducting lessons in both **English and Spanish**. As part of this initiative, all participants had the opportunity to take home a free Chromebook after completing the lesson. Additionally, I served on the **Technical Advisory Committee**.

### **Carmel Unified School District, (CUSD)— *Computer Technician***

2014 - 2015

I was responsible for **providing support for hardware, software, and networking across multiple school sites**. In this role, I deployed and maintained student Chromebooks, ensuring a 1:1 student-to-laptop ratio throughout the district.

### **Monterey Peninsula Unified School District, (MPUSD)— *Computer Lab Technician, Webmaster, LAN and Hardware Support Technician, Reconfiguration and Logistics Specialist, Technology Planning Committee Member***

2010 - 2014

I **managed the Computer Lab** at Del Rey Woods Elementary and **organized after-school programs** for students, staff, and parents, **aligning them with Common Core Standards**. I **conducted technology classes**, including game design using code.org, for students in grades K-5. My responsibilities also included **overseeing tech inventory systems, providing support for hardware, software, and networking at the school site, developing and maintaining websites for multiple school sites, training teachers and staff, designing and programming**

electronic LED signage, and contributing to the Technology Planning Committee.

### **Alisal Union School District, (AUSD)— *Educational Computer Technician, II***

2007 - 2010

I provided support for students and staff in resolving hardware, software, and networking issues. Additionally, I taught video production and basic computer classes to students during summer sessions and throughout the school year. I played a key role in creating a weekly morning news show featuring students, which was broadcast live over the school's cable system for all classes to watch. My responsibilities extended to overseeing technology initiatives at Dr. Martin Luther King, Jr. Academy, Fremont Elementary School, and Creekside Elementary School. I also assisted in the development and planning of their Technology Use Plan for future years and school funding.

## **EDUCATION**

### **UC Berkeley, Berkeley, CA — *CTE Certification, Preliminary Teaching Credential***

2018

Focus on Education and Psychology. I currently hold my 3-year preliminary CTE Certification and am in the process of obtaining permanent CTE Certification for the following 4 subjects:

- Arts, Media, and Entertainment;
- Information and Communication Technologies;
- Business and Finance; and
- Marketing, Sales, and Services.

### **Ventura County Office of Education, Camarillo, CA — *CTE Certification, DSC CTE***

2018

Initial classes for CTE Certification.

### **Hartnell College, Salinas, CA— *General Ed., Paraprofessional Certification (via MPUSD)***

2007

Focus on US History. General Education Classes. Gained Paraprofessional Certification at MPUSD.

### **Mission Trails Regional Occupational Center, Salinas, CA — *Certifications***

2005 - 2007

Classes: Computer Repair CompTIA A+ Prep, CISCO CCNA (Computer Networking) Prep, Computer Business Applications (CBA), Microsoft Specialist Prep., Web Page Design.

### **Alisal High School, Salinas, CA — *High School Diploma***

CLASS OF 2007

Earned my High School Diploma in 2007. Had a focus on AP English, Journalism (Published in the National Edition of High School Journalism), and History.

## **PUBLIC SPEAKING**

- **Workshop**, Workshop Development / Instructor — “*ChatGPT - Integrating Generative AI into your Product Solutions*”, mHUB Chicago, Mayu (2023)
- **Event: eDL Virtual Summit**, Keynote Speaker and Panelist — “*What are the benefits for students and CTE programs for attaining industry certifications?*”, eDynamicLearning (2021)
- **Event: eDL Virtual Summit**, Keynote Speaker and Panelist — “*Transcending Learning: Going Beyond the Walls*”, eDynamicLearning (2020)
- **Event: Televised eSports Tournament**, Host and Technical Advisor — Televised. “*Rocket League Tournament*”, MCAET, KSBW (2020)
- **Radio: KHDC Interview**, “The Saturday Sesh” Interview feat. Ricardo Garcia (Eme7), MikeTheTech, and DJ Mike Orozco — KHDC Station, Salinas (2020)
- **Event: MCAET Demonstration Day 2018**, Public Speaker — Seminar covering CTE Pathways in Visual Arts and Design Media Center for Arts, Entertainment, and Technology (2018)
- **Event: LFC 6th Seminar**, Keynote Speaker and Panelist — “*How to get your first IT job*”, Loaves, Fishes, and Computers (2017)

## CLIENTS

### Salinas Valley Pride Celebration — *IT and Online Broadcasting*

I provided assistance in managing the production and technical aspects of the 2021 Connected in Pride 2.0 event. During the event, I was responsible for running and managing the machines, network, and software. I also offered continuous technical assistance and support throughout the event.

### Max Fit Sports Nutrition — *Project Manager and IT Specialist*

I designed their web storefront and handled the management and updates for their network of websites and platforms, which included Max Fit, Max Fit Meals, Max Fit Blends, and Forbidden Labz on Magento and Shopify. I also took care of designing marketing materials such as posters, flyers, window clings, signage, logos, and more. In addition, I managed their social media and search engine presence across Google, Facebook, Instagram, YouTube, and Twitter.

Furthermore, I developed both the Max Fit Meals Android and iOS apps. I oversaw photo and video shoots for social media, featuring various models, celebrities, and athletes, including Sadik Hadzovik, Robert Oberst, Mike Rashid, and others. As the general project manager for all video and photo shoots, I was responsible for managing contracted employees and sourcing equipment.

### Pluralsight (formerly TrainSignal, Inc.) — *Contract Writer*

I served as a long-term writer for Pluralsight, contributing more than 50 published articles on IT Certification Preparation, covering a wide range of certification platforms including Microsoft, CompTIA, and others.

### Space Systems Integration, LLC — *Server Administrator and Backend Developer*

I collaborated remotely with SSI to design and implement a networking solution, facilitating secure communications and data transfers between server and client machines. In a more recent role, I transitioned to working as a remote Server Administrator, responsible for server maintenance, upgrades, and various related tasks.

### Continued...

Other clients include Costa Verde Paper Supply, Crossfit Hyperactive, Golden Essentials Delivery, Gary Nana's BBQ, TEDxYouth@Monterey, Del Rey Chiropractic, Law Offices of Blanca Zarazua, Demand Media, BallinLegit, Associated Content, and more... Please see [mikethetech.com](http://mikethetech.com) for a complete list.

## PROJECTS

## **YouTube.com, MikeTheTech — *Content Creator, Technology Tutorials***

I produced a wide range of videos for my personal YouTube channel, which currently boasts 24,000 subscribers and 8.8 million views as of September of 2023. My channel was affiliated with the Fullscreen Network and received official features multiple times. Additionally, I collaborated with other channels, including GameDev.tv, and was featured on KHDC Radio's "The Saturday Sesh." I also created content for the Max Fit Sports Nutrition channel and made live appearances on several occasions for TimmyTechTV and WiredIn Carmel. It's worth noting that I became independent from Fullscreen, Inc. in 2019.

## **Virtual Studio — *Unreal Engine 5, Live Virtual Production***

I created a virtual 3D studio in Unreal Engine that integrates the host's webcam, video capture devices, and Twitch interactions. This studio allows for dynamic effects like dropping coins when viewers donate and offers multiple control methods, enhancing the interactive experience.

## **AI-RPG — *Game Development, GPT-4***

I worked as a Programmer/Developer on a prototype for a text-based RPG powered by Artificial Intelligence. This project utilizes GPT-4 to generate a MUD-style RPG with randomized content, offering a unique experience with each playthrough.

## **AI Tutor & Lesson Plan Generator — *Artificial Intelligence, GPT-4***

As a Programmer/Developer, I worked on an AI implementation with educational functionality. This AI serves as a tutor, offering detailed explanations on problem-solving and providing online resources for further learning. It emphasizes teaching the problem-solving process rather than just providing answers.

Additionally, I developed a Lesson Plan Generator within the AI system. Users can simply input any topic or state standard, and the AI generates a comprehensive class lesson plan. This plan includes an engaging introduction, a clear title, lesson objectives, a materials list, step-by-step procedures for effective teaching, three examples, three sample questions, a conclusion, extension ideas, and strategies for English Language Learners (ELL).

## **LangChain Sample Templates for Replit — *Artificial Intelligence, GPT-3***

I created ChatGPT Sample Templates for Replit, which included templates for Completion (GPT-3), LangChain CSV Loading (GPT-3), and LangChain Document Loading (GPT-3).

## **MBARI Underwater Rover — *Simulation, Unreal Engine 5***

Using the Doc Ricketts ROV from MBARI, I recreated an underwater scientific expedition in Unreal Engine 5.

## **Paragon Tournament — *Game Development, Unreal Engine 5***

Bringing Paragon back to life in a Smash style game. 40+ Officially licensed Paragon characters, levels, and assets. A smash clone with recognizable characters, moves, attacks, combos, and levels based off of the Paragon universe. Moving forward beyond the 39 Paragon characters and countless levels, we will also be adding in other licensed assets from Unreal Engine, including the new Windwalker Echo (as seen in Fortnite, Land of Nanite, Valley of the Ancient, and Slay), and Metahumans taking the place of Miis!

## **The Hacker's Toolkit — *Multi-Engine Hacking Simulation, Game Development***

You're thrust into the dark web and given a limited set of tools to get started by an underground "security" organization called the HTK Group. If you can prove you've got what it takes, you'll earn the right to become a member of the organization, taking on bigger jobs and bigger risks. The game is played on separate desktop applications that mimic real life hacker tools like password crackers and port scanners. Pre-release game with prototype online.

## **WinDebbie — *Artificial Intelligence, AIML***

Starting way back in 2006, I worked with Artificial Intelligence using the A.L.I.C.E. AIML framework developed by Dr. Richard S. Wallace. I worked to develop a C++ implementation of the A.L.I.C.E. framework, implementing both default AIML datasets as well as developing custom data sets to train the AI on, giving it added resources and "knowledge" to work with, as well as designing personalities and personal traits for the AI. Beyond the AI itself, the application also used a visual UI to increase the complexity of the visuals as the AI "worked". Adding a

layer to the experience. My goal was to create an implementation that ran on Windows, that anyone could use without prior experience. Simply open and type. This application ended up going by the moniker of Debbie, though users could import one of many prebuilt or custom personalities.

### **PHilliP — Artificial Intelligence, AIML**

After the implementation of "C++ Alice", I continued my work with AIML datasets and implemented a PHP version, codenamed PHilliP. This implementation worked well, and I had decided to use it in a more interesting way than a simple chat site. I integrated PHilliP into our current Forum/Message Board software. Giving it its own user account, and allowing it to reply to any posts within a specific forum. This led to thousands of public discussions from users all over the world. It also increased engagement and revenue for the website through Google Advertising and affiliate marketing.

### **GrungeMedia — *Web and Game Development***

I created websites and projects under the network title of GrungeMedia Productions. Produced a top-down shooter called Pyro's Air Ride that was followed by two sequels. Produced a platformer called Post Warz that was released as a demo. Worked on and produced a popular mod for the commercial title Robot Arena 2, adding hundreds of assets, levels, AI, sounds, scripting, etc. Worked on and released a game to accompany an audio CD for the indie punk band HazMat.

### **Continued...**

Founded the Salinas News and Monterey News pages and brought it to over **17,000 likes** on Facebook through reporting and sharing. Created SalinasRadio.com, set up a streaming server, and gained the usage rights to showcase over 50 local bands. Created AlisaITech - Kids, a site to categorize and present educational games, resources, and activities. Tech Helper and the CUSD Tech Helper were programmed to aid in common IT tasks. The DRW Auto Loader was programmed to create an aesthetically-pleasing link repository for student and teacher use.

Please see my website at <https://www.mikethetech.com/>  
for more portfolio project samples and information.