# Ian Rodgers

(650) 305 8084 | ian.rodgers156@gmail.com | ianrodgers.dev | LinkedIn | github.com/IanStacked

## EDUCATION

**Santa Clara University** | Santa Clara, CA | Expected May 2028
***B.S. in Computer Science | GPA: 3.7/4.0***

- **Coursework:** Data Structures, Algorithms, Object-Oriented Programming (C++), Advanced Programming, Theory of Automata, Discrete Mathematics, Probability & Statistics

## TECHNICAL SKILLS

**Languages:** Python, C++, Bash, HTML/CSS
**Cloud & DevOps:** Docker, Git, GitHub Actions, CI/CD, Linux, AWS (EC2)
**Frameworks & Testing:** pytest, aiohttp, discord.py, NumPy, Matplotlib, REST APIs
**Databases:** PostgreSQL, PostGIS, Firestore
**AI & LLMs:** Anthropic API, Claude Code, multi-agent orchestration

## EXPERIENCE

**Sports Analytics Researcher** | *Santa Clara University (Independent Study)* | Mar. 2026 – June 2026

- Detected volume and velocity compensation across 8,335 training sessions by building a z-score model of each athlete's velocity deviation from their own baseline.
- Personalized load-velocity profiles for 173 athletes without small-sample overfitting by fitting NumPy least-squares regressions with a data-sufficiency fallback to pooled models.
- Automated reporting for 248 athletes with per-athlete Matplotlib dashboards and an interactive HTML team report.

## PROJECTS

**everythingdev** | *Self-Hosted AI Development Platform* | Jul. 2026 – Present

- Shipped 626 merged pull requests in 3 months by designing a platform where Claude Code agents write the code while I own the architecture, review rules, and merge policy.
- Blocked unverified changes from merging by designing a gate that requires multiple independent AI code reviews, green CI on the exact commit, and a 5,600+ test pytest suite.
- Ran parallel agent workers without conflicts by isolating each in a leased git worktree.
- Restored CI after exhausting free GitHub Actions minutes by moving to self-hosted runners sandboxed in LXD.
- Ended silent scheduler outages (one lasted 83 minutes) by moving 8 services to systemd with a watchdog.

**Gleam Eats** | *Personalized Restaurant Review Platform* | gleameats.com | Sep. 2026 – Present

- Designed and launched a live review site, built end to end through everythingdev, that scores restaurants by each user's own taste, price, and service weights (Next.js, PostgreSQL/PostGIS, Docker).
- Seeded 72,796 places across the Bay Area and Southern California by building a geospatial pipeline that cleans Overture Maps data and opens a reviewable PR per region monthly.
- Cut LLM token usage 74% in data refreshes by having a cheap model flag records and a stronger model fix them.
- Sole developer alongside a non-technical co-founder, turning our ideas into shipped features.

**LiveLOL** | *Real-Time Discord Bot* | github.com/IanStacked/livelol | Oct. 2025 – Aug. 2026

- Tracked live League of Legends ranked progress across multiple Discord servers by building an async Python bot (discord.py) on the Riot Games REST API.
- Stayed within Riot API rate limits by writing an async aiohttp client with retry backoff and HTTP 429 handling, backed by a multi-tenant Firestore schema.
- Automated testing and deployment with a GitHub Actions CI/CD pipeline (pytest, Ruff, Sentry) to AWS EC2.

**Truth Seeker** | *LLM Fact-Checking Pipeline* | Sep. 2026

- Built via everythingdev: an LLM pipeline labeling news claims verified or speculative from verbatim sources.

## LEADERSHIP

**SCU Esports & Gaming Club** | *Competitive Manager, Team Captain* | Sept. 2024 – Present

- Manage tryouts, roster selection, and tournament logistics for League of Legends, Valorant, and Marvel Rivals teams.
- Captain the League of Legends team, leading in-game comms and match-data-driven post-match reviews.