Antonio Franco

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Education

University of California, Berkeley
B.S. Computer Science
Minor: Music
Graduating May 2019
GPA: 3.16

Whitney High School (Rocklin, CA)
Valedictorian
2011-2015

Coursework

User Interface Design
Software Engineering
Web Design
Data Structures
Algorithms
Computer Architecture
Database Systems
Computer Security
Artificial Intelligence
Principles of Data Science
Internet Architecture and Protocols

Technical Skills

PROGRAMMING
Proficient
Java • Python
Familiar
C • SQL • C# • Git

WEB DEVELOPMENT
HTML • CSS • JavaScript
PHP • Node.js • Angular
Ruby on Rails • React • Agile

MOBILE
Android Studio

DESIGN TOOLS
Figma • Photoshop • Illustrator
Adobe XD • LaTeX • Vegas Pro

Experience

Web Development Intern   Summer 2019
CITRIS and the Banatao Institute & WITI@UC
- Updated and maintained the WordPress websites for The Center for Information Technology Research in the Interest of Society (CITRIS) and UC Berkeley's Women in Technology Initiative
- Bugfixed and customized Wordpress themes and plugins using PHP, JavaScript (React).
- Involvement with CITRIS's Communications team in order to improve website design, functionality, and graphics
- Documented changes to help future-proof websites

Life Options for Seniors   Spring 2019
- Designed a website for a consulting firm that provides senior care sevices using Wix and Javascript

Projects

Innovation Resource Database   Spring-Summer 2019
- Collaborated on a team of 6 students to create a collaborative database for multiple organizations assocatied with UC Berkeley's CITRIS
- Utilized Agile and TDD practices while coding with Ruby on Rails
- Participated in both back-end and front-end
- Built database schema, search functionality with filters, a form to create or edit resources, and an API that developers can use to access the database with RESTful methods

Slide into Spotify   Spring 2019
- Implemented Spotify API in a group of 3 to find songs based on various attributes chosen via adjustable sliders
- Allows user to create a playlist that can be played from a webpage
- Built interface with React and JavaScript

FreeWheel   Fall 2018
- Designed and developed an Android application with a team of 5 students
- Fulfilled the role as the primary Front-End programmer
- Targeted users with mobile disabilities to assist in finding public transportation methods
- Conducted user interviews and prototyped based on user feed-back with a focus on human computer interaction
- Implemented Google's Maps, Places, and Directions APIs

Editor   Spring 2016
- Created a functioning text editor that displays text input using Java
- Incorporated data structures in order to implement features like mouse input, copy & paste, font size