

Antonio Franco

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Education

University of California, Berkeley

B.S. Computer Science

Minor: Music

Graduating May 2019

GPA: 3.09

Whitney High School (Rocklin, CA)

Valedictorian

2011-2015

Coursework

User Interface Design

Web Design

Data Structures

Algorithms

Computer Architecture

Database Systems

Computer Security

Artificial Intelligence

Principles of Data Science

Internet Architecture and Protocols

Software Engineering

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 • Adobe XD

LaTeX • Vegas Pro

Experience

CITRIS Database

Spring 2019

- Collaborated on a team of 6 students to create a collaborative database for a client in UC Berkeley's CITRIS organization
- 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

Life Options for Seniors

Spring 2019

- Designed a website for a consulting firm that provides senior care services using Wix 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 feedback with a focus on human computer interaction
- Implemented Google's Maps, Places, and Directions APIs

Projects

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

Synco-Share

Winter 2017

- Developed a website to allow music sharing and chatting with personal accounts
- Utilized the MEAN stack and the Socket.IO library in order to allow synchronized audio playback as well as a chat room between peers

Chat App

Fall 2017

- Programmed an application to allow chat room messaging over a network using Python's socket API

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