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*

* - current

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   Spring 2019-Present
CS169 Software Project
• Collaborated on a team of six students to create a collaborative database for UC Berkeley's CITRIS organization
• Utilized Agile and TDD practices
• Participated in both back-end and front-end
• Plans to create a WordPress widget for other campus organizations to access the database

Life Options for Seniors   Spring 2019
Website Development
• Designed a website for a consulting firm that provides senior care services
• Created with Wix and Javascript

FreeWheel   Fall 2018
CS160 Software Project
• Designed and developed an Android application with a team of five 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

Synco-Share   Winter 2017
Personal Project
• Developed a website to allow music sharing and chatting with personal accounts
• Utilized the MEAN stack
• Allows synchronized audio playback as well as a chat room between peers

Chat App   Fall 2017
CS168 Software Project
• Programmed an application to allow chat room messaging over a network using Python's socket API

Editor   Spring 2016
CS61B Software Project
• 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