

Antonio Franco

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EDUCATION

University of California, Berkeley	May 2019
<i>B.S. Electrical Engineering and Computer Science</i>	
Whitney High School	2011-2015
<i>Valedictorian</i>	

COURSEWORK

CS61B	Data Structures	CS188	Artificial Intelligence
CS61C	Computer Architecture	CS168*	Internet Architecture and Protocols
CS70	Discrete Math and Probability	CS186*	Database Systems
CS170	Algorithms	MATH 54	Linear Algebra

* - current

SKILLS

Proficient: Java, Python
Familiar: MIPS, C, SQL, HTML, CSS, PHP, JavaScript, C#
Tools: LaTeX, Unity, Git

EXPERIENCE

Solar Bear, *Engineers for a Sustainable World at Berkeley* Fall 2016-Spring 2017

- Collaborated on a team of 20 students to design and implement a solar powered charging station on campus
- Compiled materials needed for the power station

Laser Tag Drones, *UAVs@Berkeley* Fall 2016

- Built UAV drones and developed a laser tag platform with a team of 8 members
- Integrated an Arduino program to record detection by infrared LEDs and sensors

PROJECTS

Synco-Share, *Personal Project* Fall 2017-Present

- Designed a website to allow music sharing with personal accounts
- Utilized HTML, CSS, PHP, SQL
- Planning to allow synchronized audio playback between peers

RPG Game, *Personal Project* Fall 2017-Present

- Developing a 2D video game with RPG elements using Unity
- Handled game logic like combat through scripts in C#
- Implements minor usage of AI for enemy movement and decisions

Chat App, *CS168 Software Project* Fall 2017

- Programmed a simple application to allow messaging over a network
- Applied Python's socket API in order to produce client-server interaction
- Integrated joinable chat rooms and properly displays sent messages without delay
- Allows up to 10 users to connect to a server and splits up messages that overflow above 200 characters

Editor, *CS61B Software Project* Spring 2016

- Created a functioning text editor that displays text input using Java
- Modularized code in order to implement features like mouse input, line breaks, font size
- Incorporated data structures to store input and allow save and redo functionality