

(954) 918-3202 (Cell) aditocco@ufl.edu(Email) AnthonyDitocco.com(Website/Portfolio) Willing to Relocate

Highly motivated, creative, and versatile new grad who is passionate for tech and design.

EDUCATION

University of Florida, Gainesville, FL;

Undergraduate Degree: Bachelor of Science (B.S) in Digital Arts and Sciences (Computer Engineering) and Minor in Business Administration - Completed April 2017, *Cum Laude* - GPA: 3.37

Campus Affiliations: Web Developer for "Engineers for Gainesville" student org, member of Tau Epsilon Phi.

EMPLOYMENT

Fall 2016: Teaching Assistant for a Java Graphics Course(Intro to DAS); Professor David Small

- Graded programming quizzes and assignments written in Java.
- Held daily office hours to assist students and answer questions.

2016-present: Software Engineer; Mendelson Law Firm, Detroit, MI

- Developing a full stack task and client management system for lawyers.
- Uses Ionic 2 for mobile, Angular 2 for web, and Firebase on the Backend.
- Outlook and Dropbox API support allows the user to pull necessary client info.

2015-present(part-time): Mobile App Engineering Intern; Tourbillon Alliance Partners

- Lead developer on mobile Phonegap application, for construction safety inspectors.
- Utilized responsive HTML and CSS web techniques for cross platform (IOS/Android) compatibility.
- Implemented a 20-page form-based system with Javascript, Local Storage, and SQL Lite DB.

2013:Front-End Engineering Intern; BGT Partners, Hollywood Beach, FL

- Took courses covering HTML/CSS/JavaScript, and worked on internal projects.
- Shadowed mentors in Front and Back End Development, Strategy, Analytics, and User Experience.
- Gained first-hand experience into the production of large-scale websites.

TECHNICAL SKILLS

Languages: Java, C++, C#, JavaScript, HTML, CSS, JQuery, SQL, PHP, Typescript, Python, RPAL(functional), UNIX, Processing, Max MSP

Frameworks: MEAN Stack, Ionic, Ionic 2, Angular 2, JQuery Mobile, Phonegap, Node.js, Bootstrap, Firebase

Software: Maya, Blender, Unity3D, Gimp, Github, MatLab, FL Studio, Ableton Live 9

 $\textbf{Programming}: \ Data \ Structures \ and \ Algorithms, \ Computer \ Graphics (OpenGL), \ Object \ Oriented \ Programming, \ Data \ Structures \ and \ Algorithms, \ Computer \ Graphics (OpenGL), \ Object \ Oriented \ Programming, \ OpenGL), \ Object \ Oriented \ Programming, \ OpenGL), \ Object \ Oriented \ OpenGL), \ Object \ Oriented \ OpenGL), \ OpenGL), \ OpenGL)$

Multithreading, Databases, Data Science(MapReduce, AWS, Pandas), Machine Learning(sklearn)

Creative Technical: 3D Modeling, 3D Animation, 2D/3D Game Development, UI/UX design, Music Production