

# Anthony DiTocco

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AnthonyDitocco.com(Website/Portfolio)

Willing to Relocate

*Highly motivated, creative, and versatile graduating senior who is passionate for tech and design.*

## **EDUCATION**

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**University of Florida, Gainesville, FL; Graduation: May 2017**

**Undergraduate Degree:** Bachelor of Science (B.S) in Digital Arts and Sciences (Computer Engineering) and Minor in Business Administration

**Current GPA:** 3.38

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

## **EMPLOYMENT**

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

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

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

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

**2015-present(part-time): Mobile App Engineering Intern at Tourbillon Partners, Virtual**

- Lead developer on mobile Phonegap application.
- Utilized responsive web techniques for cross platform (IOS/Android) compatibility.
- Implemented a 20-page form-based system with local storage.
- Created the UI using HTML and CSS.

**2013:Front-End Tech Intern at BGT Partners, Hollywood Beach, FL**

- Gained experience in web development languages: HTML/CSS/JavaScript.
- Learned specifics of Front and Back End Development, Strategy, Analytics, and User Experience.
- Gained first-hand experience in the production of large-scale websites.

## **TECHNICAL SKILLS**

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**Languages:** Java, C++, C, C#, JavaScript, HTML, CSS, JQuery, SQL, Typescript, Python, UNIX, Processing, Max MSP

**Web/Mobile:** MEAN Stack, Ionic, Ionic 2, Angular 2, Firebase, JQuery Mobile, Phonegap, Node.js, Bootstrap

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

**Programming:** Data Structures and Algorithms, Computer Graphics(OpenGL), Object Oriented Programming, Multithreading, Databases, Data Science(MapReduce), Machine Learning(sklearn)

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