

Anthony DiTocco

600 w/ Las Olas blvd
Ft. Lauderdale, FL 32612-4901
(954) 918-3202 (Cell)
aditocco@ufl.edu(Email)
AnthonyDitocco.com(Website/Portfolio)

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

EDUCATION

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

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

Current GPA: 3.46

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

EMPLOYMENT

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.
- Will connect to Outlook and Dropbox API's, 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

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

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

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), AI

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