

Frank Calabrese
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Elgin, IL

PROFILE SUMMARY

Undergraduate computer science student with experience self-teaching new software tools and languages. Passionate programmer with an understanding of the software development life cycle.

EDUCATION

Bradley University - Bachelor of LAS in Computer Science **2017-2021**

- ❖ Received Presidential 4-year scholarship
- ❖ Major Concentration in Computer Game Technology

Relevant Coursework

- ❖ Data Structures and Algorithms, Unity Engine Programming, Design Patterns, Software Engineering, Database Management, Operating Systems, Computer Architecture, Net-centric Computing, Language and Heuristics, Game Design
- ❖ Game Development Capstone Project, Software Development Capstone Project

WORK EXPERIENCE

Underwriters Laboratories **June 2018- August 2019**
Follow Up Services Project Handler - Intern

- ❖ Programmed a PLC to control a linear actuator and motor for emergency stop button durability testing
- ❖ Authored instructions for lockout-tagout OSHA procedures for industrial ovens
- ❖ Communicated with clients on sample selection and location during their follow up service project
- ❖ Assisted labs with basic sample test preparation
- ❖ Demonstrated ownership in sample management by working with sample quarantine and sample handlers
- ❖ Developed effective group communication skills during project life cycle

TECHNICAL SKILLS

C/C++/C#	Python	SQL	Java	HTML/PHP
Unity	GameMaker	Linux	Ladder Logic	CA SE tools

