

# Frank Homolka

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## TECHNICAL SKILLS

- Proficiency in Java, C, Python, Javascript, HTML, CSS, VSCode, Vim, IntelliJ, React, Typescript, and Github.
- Experience with Go, Flutter, Dart, Ruby, Assembly, GoDot, Linux, Firebase, and SQL.
- Experience with photo editing and design with Gimp, and music and sound effect creation with Reaper.

## EDUCATION

**California Polytechnic State University, San Luis Obispo**

June 2021

Bachelors of Science Degree in Liberal Arts and Engineering Studies

GPA: 3.41

Concentrations: **Computer Science** and **Music Theory**

## RELEVANT COURSEWORK

Systems Programming, Data Structures, Artificial Intelligence, Computer Ethics, Computer Architecture, Object Oriented Design, Tech. Writing for Engineers, Music Theory I, II, III, IV

## WORK EXPERIENCE

**Front End Developer**, Hometeam — Birmingham, AL

August 2019 — Present

- Collaborated as one of two programmers in a startup environment, worked closely with the Co-Founder, on an application that efficiently connects homeowners and contractors.
- Designed and implemented UI, including page layouts, buttons, forms, content creation systems, image uploading and processing by rapidly iterating on new ideas with creative solutions while still prioritizing encapsulation, decomposition, and minimizing tech debt.
- Implemented front-end web and mobile app with Javascript, HTML, CSS, JQuery, React, with Django backend.

**Development Intern**, MotionMobs — Birmingham, AL

July 2019

- Designed and implemented the entire user interface and functionality for Tour Selma, a commercial touring app using Flutter and Dart with Google Maps API integration.
- Gained time management skills while working in a team based environment where open communication and proper utilization of version control and documentation was essential for completing projects.
- Worked closely with our Project Manager and CTO, joined sprint meetings, and gained experience with agile development, requiring strong communication skills, creative solutions, and the ability to work both independently and as part of a team.

**Junior Programmer**, Aquent — Asheville, NC

Summer 2014, 2015, 2016

- Created automated tests using Ruby, HTML, and CSS to test critical website functionality.
- Gained strong interpersonal skills through frequent team meetings, bolstering communication between team members.
- Created an API for third-party usage in Java, and a tool for importing payroll spreadsheet data in Java.

## LEADERSHIP

**President of the Music Production Union**, Cal Poly

August 2020 — Present

- Held team meetings both in person and via zoom, brought on new members, organized events including over 10 concerts, and acquired funding.
- Before being president, was an active member for 3 years, atte.

## PERSONAL PROJECTS

**Flower Knight**, Personal Project

March 2020 — December 2021

- 2D roguelike dungeon crawler similar to games like Enter The Gungeon and Risk Of Rain.
- All assets were created by me in Aseprite and Reaper, coded in Gamemaker Studio.

**Repose**, Senior project

January 2021 — June 2021

- 3D multiplayer video game created in GoDot with sound effects and music created in Reaper.
- Short experience where two players explore a desolate world, and slowly bring it back to life via music and regrowth.