

# Joseph DiMartino, Jr.

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## Education

**Bachelor of Science in Computer Science, Minor in Mathematics**

*The University of Tampa (UTampa)*

Program GPA: 3.95

May 2026

Tampa, Florida

## Relevant Coursework

- Advanced Data Structures and Algorithms, Introduction to Software Engineering, Operating Systems, Computer Network Security, Calculus I/II, Network and Cloud Infrastructure, Linear Algebra, Discrete Mathematics, Digital Media, Computer Organization and Architecture

## Experience

### Technical Support Specialist

*University of Tampa Information Technology and Security*

August 2024 - present

Tampa, Florida

- Troubleshoot computer, printer, and software issues to faculty and staff campus-wide to ensure equipment is operational
- Configured various leased devices for faculty and staff, ensuring proper functionality and integration into the UTampa domain
- Coordinated the relocation of computers and desktop printers for office moves to ensure a smooth transition and full functionality
- Performed hard drive replacements, software installations and device upgrades to boost system performance and optimization

### Service Desk Specialist

*University of Tampa Information Technology and Security*

January 2024 – December 2024

Tampa, Florida

- Served as the first point of contact for technical inquiries from university members in a welcoming and professional manner
- Provided in-depth troubleshooting steps over the phone or by email ensuring clear and effective communication until resolution
- Assisted with classroom support by diagnosing and resolving audiovisual issues on desktops, laptops, and projectors
- Collaborated with internal ITS teams to escalate issues and ensure a timely resolution and communication with users

## Projects

### Criminology Institute for Research and Training Website

- Developed a React.js website for the Criminology department at the University of Tampa for graduate students to publish research papers
- Integrated user authentication and file uploads ensuring password security through Argon2 hashing
- Used HTML, CSS, and React.js for the front-end to build an engaging and responsive UI/UX, optimized for both mobile and desktop users
- Utilized MySQL for efficient user-data storage and ongoing development for the AWS server

### Space Chaser

- Built a single-player space-themed game using Python's Pygame library featuring customizable ships and dynamic AI enemies
- Implemented fluid mechanics such as laser physics, screen wrapping, and collision detection to create engaging gameplay for users
- Designed a user-friendly Heads-Up Display featuring player details, level status, and real-time high scores to provide progress feedback
- Integrated SQLite within the project to store and retrieve the top ten high scores to create a competitive experience across game sessions

### Sudoku Solver

- Researched sudoku-solving techniques and designed two algorithms based on studies from the Victory University of Sorong, Indonesia
- Collaborated with a team of three to discover all possible solutions for a randomly generated sudoku puzzle with various difficulty levels
- Analyzed the efficiency of Breadth-First Search and Depth-Limited Search in solving an N x N sudoku puzzle with Java's nanoTime
- Optimized algorithm performance by solving for various puzzle sizes and searching for boxes with the most possible solutions

## Skills

- Languages: Python, Java, JavaScript, CSS, SQL, HTML, C
- Technologies: Git, MySQL, SQLite, React.js, PyQt5, Linux, Active Directory, Adobe Illustrator, Photoshop, AWS, Houdini, Packet Tracer, SSH
- Conceptual: Object-Oriented Programming, Algorithm Design, OWASP, Communication, Data Structures, Networking, Command-line