

Mark Bosco

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Education

Bachelor of Computer Science, *University of Pittsburgh*

Aug 2021 – Apr 2025

- Cumulative GPA: 3.8
- Minor in Creative Writing

Pittsburgh, PA

Relevant Courses

Algorithms and Data Structures II

- Focused on implementing efficient algorithms in Java to solve complex, realistic problems
 - *Learned* algorithms for searching, encryption, compression, graphs, and dynamic programming

Software Quality Assurance

- Rigorously covered software testing with an emphasis on practical, industry applicable skills
 - *Learned* manual, automated, and performance testing for test/behavior-driven development

Software Engineering

- Mastered key software engineering principles used by industry leaders for efficient development
 - *Learned* SDLC, UML design, verification/validation practices, and project planning/management

Professional Experience

Endpoint IT Technician, *University of Pittsburgh*

Mar 2023 – Present

- Helped deploy the campus-wide *Palo Alto Global Protect* network
- Utilized *TeamDynamix*, *Microsoft Intune*, and *BlueCat* to solve challenges
- Translated complex technical concepts into user-friendly language

Oakland, PA

Catering Server, *Sodexo Live*

Aug 2021 – Mar 2023

- Led and cooperated effectively within dynamic teams
- Completed high pressure tasks in a fast-paced public environment
- Deescalated and resolved tense situations with guests

Pittsburgh, PA

Information Technology (IT) Intern, *Baldwin-Whitehall School District*

Jun 2021 – Aug 2021

- *Repaired* student laptops and *enrolled* them into the school network
- Ran *diagnostic* testing on laptops, projectors, printers, and more
- *Collaborated* with other interns to meet strict school deadlines

Baldwin, PA

Projects

Procedural World Generation, *Unity/C#* 

- Created a customizable, dynamic terrain generation system that builds expansive landscapes
- Utilized C# multi-threading to implement efficient 2D texture and 3D mesh generation
- Developed a modular and extensible code base, allowing for easy integration of future features

Meal Tracking Web Application, *HTML/CSS/ReactJS* 

- Implemented a real-time, multi-page food search with partial matching utilizing the *Edamam API*
- Designed a simple, but intuitive user interface that allows users to manage their meals at every step
- Dynamic calculations let users customize the details of each food item before adding it to a meal

Technical Skills (Ordered by Mastery)

Languages: Java, C#, C/C++, HTML/CSS, JavaScript, Python, Bash, Kotlin

Tools: Git, Linux, Gradle, Draw.io, Selenium, VisualVM, CI/CD, Azure, Postman, Cucumber, Docker

Frameworks and Libraries: Apache Maven, JUnit, ReactJS, Flask, Pandas