Miguel Angel Francisco

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SKILLS AND RELEVANT COURSEWORK

Technical Skills: Java, Javascript, C++/C/C#, Python, SQL, React, HTML/CSS
Relevant Coursework: Operating Systems, Algorithms, Internet Programming, Data Science
Languages: Spanish and English

EDUCATION

California State University, Monterey Bay   January 2022 - December 2023
Bachelor's of Science in Computer Science

Hartnell Community College   June 2019 - December 2021
Associates in Computer Science

Experience

Software Engineering Intern @ dKomplex IT

- ❖ Designed and implemented a software solution designed to enhance the efficiency of data collection through web crawling techniques.
- ❖ Incorporated user-friendly platforms such as Microsoft Power Apps, Azure Cloud Functions, and Python with OpenAI to ensure smooth communication and collaboration between different software components.
- ❖ Streamlined the entire data collection process, making it more intuitive and accessible. The result is a simplified and user-friendly interface that enhances the presentation of data, contributing to an overall improved experience for users.

Projects

Food Recipe Web Application - *Built using Node.js & SQL*

- ❖ Integrated an established food recipe API, to provide the application with detailed information for exploring global cuisines.
- ❖ Introduced an intuitive favoriting feature for easy recipe management, complemented by a quick information section and cooking instructions.
- ❖ Implemented secure SQL database with authentication measures, ensuring reliable storage and account security.

Event Registration Mobile App- *Built using React Native*

- ❖ Started development on a mobile app for a non profit organization that facilitates the registration of events hosted via a mobile application.

Season Defender - *Built Using C# (Unity Game Engine)*

- ❖ Collaborated within a team to develop a 2D arcade video game in Unity, involving collaborative efforts in game design, art creation, and programming. Ensured seamless integration of assets to deliver an engaging and challenging player experience.

Merchandise Store - *Built using Java (Android Studio)*

- ❖ Implemented a ROOM database and liteSQL to store, update, and delete data, This allows the application to store things such as users, items, and shopping cart items.
- ❖ Designed the front end within android studio using XML so that a user can interact with the application
- ❖ Utilized Java to connect all the components in the application to work together to bring a finish project