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
Interests: Front End Developer, Back End Developer
Languages: Spanish and English

EDUCATION

California State University, Monterey Bay - January 2022 - December 2023

B.S in Computer Science

CTI Accelerate Member

Hartnell Community College - June 2019 - December 2021

Associates in Computer Science

Internship

Software Engineering Intern - **dKomplex**

- Collaborated within a confidential project team to develop and implement software solutions in accordance with industry best practices.
- Applied my knowledge in Python, API design, and Azure Function Apps to address coding challenges and enhance system performance.
- Contributed to project success within a team to incorporate new solutions, increasing efficiency, and achieving deadlines on time, as well as maintaining strict confidentiality per NDA guidelines.

Projects

Food Recipe Web Application

- Guided a team towards efficient and organized collaboration, ensuring timely achievement of collective goals.
- Implemented a food recipe API to enable users to explore diverse global cuisines, providing detailed recipe information. Additionally, empowered users with a favoriting feature for convenient access.
- Utilized a SQL database for user data storage and fortified account security through the implementation of authentication measures.

Merchandise Store - *Built using Java with 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

Event Registration Mobile App- *Built using React Native*

- Started development on a mobile app for a non profit organization that helps their local community become more closely connected through easing the steps to register for their hosted events.

Season Defender - *Built Using Unity*

- 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.