Tommaso Framba

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EDUCATION

University of California, Santa Cruz — Santa Cruz, CA
Bachelor of Science in Computer Science (3.5 GPA) — *Grad June. 2022*

EXPERIENCE

Guilt Free Hot Water — Sunnyvale, CA
Software Engineer Internship — *May 2020 - June 2022*

- Designed system for tracking temperature of a solar hot water tank
- Developed a React webapp to display data from waterproof sensors connected to an Arduino microcontroller that pushes data to a Firestore real time db to view various temperatures throughout a 1000 gallon tank
- Developed a responsive and modern company portfolio for a Solar Hot Water company using React, HTML5, CSS
- Integrated Java Spring framework with a REST API to act as a backend for the company portfolio
- Deployed and managed the Tomcat Java servlet portfolio code to AWS
- Managed incoming orders and queries through the company portfolio to streamline the sales process and provide appropriate customer feedback when necessary

De Anza STEM Tutors — Cupertino, CA
Computer Science and Mathematics Tutor — *Sept 2019 - June 2020*

- Supervised college students and offered individual mentorship for success in STEM courses
- Prepared college students for transfer applications by providing proof-reading, suggestions, and general fixes
- Strategized planned sessions, lessons, and exercises specific to the student's needs
- Curated students specific academic goals by providing one on one mentorship

PROJECTS

Enthusiast Search — App Store, Play Store
Mobile App — *Released June 2022*

- Developed a car listing mobile application using Flutter, Dart, and Kotlin to improve efficiency and cross website use when searching for new enthusiast vehicle listings
- Integrated real-time serverless database/Streams with Firebase and automated back end support using python and Selenium in order to provide and track on demand listing price changes and auction results
- Utilized oAuth API's with SHA256 encryption to include user authentication for phone, email, and all major social platforms
- Implemented a basic search engine algorithm and pagination to provide maximum scalability with minimal reads and writes
- Applied MVC pattern philosophy, TDD with jUnit, and OOP design to ensure separation of concerns and functional reliability between segments of code base
- Created a responsive front end UX design to provide efficient performance across multiple viewports and variability

Twisty Leaf — App Store, Play Store
Mobile App — *Released Sept 2019*

- Developed and designed a "Variable Endless" style mobile game using Java, Kotlin, and XML
- Utilized knowledge of fundamental Android programming techniques: Activity, Fragment, Lifecycle, UI threading in order to enhance performance across all Android and iOS device versions and viewports
- Converted mobile application to run on iOS devices using RoboVM ahead-of-time compiler for Java bytecode
- Actively respond to user suggestions and crash reports in order to improve newer versions of the application
- Generated 35,000+ installs and 1,000+ active users

TECHNICAL SKILLS

- **Languages**: Java, Kotlin, Dart, SQL, C, C++, Python, JavaScript/Typescript, HTML, CSS

- **Frameworks and Libraries**: Spring, jUnit, React, Node.js, Flutter, OAuth, Requests, Selenium, Agile (Scrum), TDD, MVC

- **Tools**: Git, Docker, Firebase, AWS, Azure