

Tommaso Framba

<https://tommasoframba.github.io/>

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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
 - Created a front end web page with React to view current temperatures of a thousand gallon tank.
 - Wired an Arduino with waterproof sensors to push data to Firestore real time db to view current temperatures of a thousand gallon tank.
 - Independently 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
 - Independently developed and designed 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 user authentication using OAuth API's in order to provide on demand listing price changes and auction results.
 - Implemented automated back end support using python and Selenium to track auto listings, auctions, and prices.
 - Implemented a basic search engine algorithm and pagination to provide maximum scalability with minimal reads and writes.
 - Utilized MVC pattern philosophy and OOP design to ensure separation of concerns between model, view, and controller 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
 - Independently 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:** Agile (Scrum), MVC, React, Node.js, Flutter, Pandas, TensorFlow, Requests, Selenium, scikit-learn, NumPy, REST, OAuth, Spring
- **Tools:** Git, Docker, Firebase, AWS, SnowflakeDB, Azure