Tommaso Framba
https://tommasoframba.github.io/
Email : frambatom@gmail.com
Mobile : (408)-621-7123

Education

- **University of California, Santa Cruz** — Santa Cruz, CA
  Bachelor of Science in Computer Science; GPA: 3.38 — *Grad June. 2022*

Experience

- **Guilt Free Hot Water** — Sunnyvale, CA
  Frontend Web Developer - Contract — *May 2020 - Present*
  - **Development**: Independently developed a website for a solar hot water company using reactJS, nodeJS, CSS, and html5. Utilized multiple frontend libraries and tools to deliver a modern company portfolio.
  - **Updates**: Actively provide updates and upgrades given client needs, customer needs, and web traffic/SEO needs.
- **De Anza STEM Tutors** — Cupertino, CA
  Computer Science and Mathematics Tutor — *Sept 2019 - June 2020*
  - **Student Success**: Supervised college students and offered individual mentorship for success in STEM courses. 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*
  - **Development**: Independently developed and designed using Flutter, Dart, and Kotlin. Implemented real-time database/Streams and user authentication using Firebase API's. Implemented an automated back end using puppeteer and NodeJS to track auto listings, auctions, and prices. Implemented a basic search engine algorithm and pagination to provide maximum scalability with minimal reads and writes.
- **Twisty Leaf** — App Store, Play Store
  Mobile App - 35,000+ Installs — *Released Sept 2019*
  - **Development**: Independently developed and designed using Java, Kotlin, and XML for Android OS. Utilized knowledge of fundamental Android programming techniques: Activity, Fragment, Lifecycle, UI threading. Formulated an algorithm for a "variable endless" style game.

Relevant Coursework

- **Analysis of Algorithms**
  CSE 102
  - **Material**: Methods for the systematic construction and mathematical analysis of algorithms. Order notation, the RAM model of computation, lower bounds, and recurrence relations are covered. The algorithm design techniques include divide-and-conquer, branch and bound, and dynamic programming. Applications to combinatorial, graph, string, and geometric algorithms.
- **Distributed Systems**
  CSE 138
  - **Material**: Topics in distributed computing including: communication, naming, synchronization, consistency and replication, fault tolerance, and security. Developed projects in python dealing with peer to peer systems, replicated key-value stores, and sharded key-value stores. Projects all deployed in docker using docker commands and sub-nets for RestAPI testing.

Programming Skills

- **Proficient Languages/Frameworks**: Java/Kotlin, Dart/Flutter, C/C++, Python, PostgreSQL/MySQL
- **Proficient IDEs/Tools**: Docker, Android Studio, IntelliJ, Visual Studio/Code, Firebase
- **Proficient OS**: Android, iOS, Unix, Linux, Windows
- **Prior Experience**: React, Go, Swift, Objective C, AWS, Google Cloud functions, NodeJS