

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
 - Designed and implemented a system for tracking temperature of a solar hot water tank using waterproof sensors connected to an Arduino microcontroller. Data is stored on a Firestore cloud db. Developed a React webapp to display the data in real time.
 - Developed a React-based (HTML5, CSS) portfolio website that showcased the company's products and services.
 - 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 customer orders and inquiries through the company portfolio, streamlining the sales process and ensuring customer satisfaction.
- **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.
 - Assisted college students with transfer applications, offering proof-reading and suggestions for improvement.
 - Tailored sessions and lessons to meet the specific needs of each student.
 - Curated students specific academic goals by providing one on one mentorship.

PROJECTS

- **Enthusiast Search** App Store, Play Store
Mobile App Released June 2022
 - 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 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 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 for optimal performance across multiple viewports.
- **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.
 - Achieved over 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