

Gerard Gandionco

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EDUCATION

California State University, Northridge

August 2022 - December 2024

Bachelor of Science, Computer Science

Relevant coursework: Advanced Data Structures, Intro to Software Engineering, Database Design, Computer Organization, Operating Systems, Concepts of Programming Languages, Discrete Structures, Senior Project

College of the Canyons

August 2020 - May 2022

Associate of Science, Physics | *Associate of Science, Mathematics*

Relevant coursework: Algorithms & Data Structures, C++ Object Oriented Programming, C Programming, Computer Architecture

EXPERIENCE

Web Designer

October 2023 - Present

IntersectLA | California State University, Northridge

- Co-lead the migration process of 4 university department websites achieving a more appealing and contemporary look via comprehensive **UX/UI** redesigns through building with **Drupal CMS**
- Employed **Figma** for restructuring site navigation via **sitemapping** and **wireframing** for a more intuitive and user-friendly experience
- Participated in periodic client meetings and incorporated feedback to ensure quality is up to company and client standards

PROJECTS

Blogging Web App | *Python, Flask, PostgreSQL, HTML/CSS/JavaScript, Heroku, AWS s3*

- Developed a **full-stack** blogging application with social media features implemented with the **Flask** web framework and various extensions for the CS50x final project hosted on **Heroku**
- Connected server communication with **PostgreSQL** for the production environment using the **SQLAlchemy ORM** as well as used **AJAX** for dynamic liking and following of user content
- Integrated an **AWS s3** bucket for user-uploaded image storage upon creating/editing/deleting blog posts

Traditional Roguelike RPG | *Python, curses library*

- Developed a retro ASCII terminal roguelike game in **Python**, architecting an **object-oriented** structure utilizing various Gang of Four creational and behavior **design patterns** for robust engine design
- Incorporated a **data-driven** approach in procedurally generating the game world to create unique, enemy-filled dungeons with features like saving/loading, character progression, item management, etc.

Flashcard Learning Web App | *Java, Spring Boot, PostgreSQL, Fly.io*

- Developed a study web application in **Java** with 3 peers focused on memory-based learning methods for a SWE class using the **Spring Boot** web framework and collaborated together with **Git/GitHub**
- Extensively designed the project with **UML** diagrams utilizing SWE methodologies and principles such as **Agile**, **code reviews**, **unit testing**, and **dependency injection**

Monty Python Quotes API & Bot | *Python, FastAPI, Tweepy, SQLite, Docker, Fly.io*

- Developed a GET-only **RESTful API** via **FastAPI** serving thousands of sketch quotes and dialogue from a Kaggle **SQL** dataset deployed with **Docker** and hosted on **Fly.io**
- Developed a **Twitter bot** on the side with **Tweepy** utilizing the API to post daily Monty Python quotes

SKILLS, CERTIFICATIONS, & INTERESTS

Programming Languages: Python (Proficient), HTML/CSS/JavaScript, Java, C/C++ (Basic), PostgreSQL, MongoDB

Frameworks/Libraries: Flask, Django, React, TailwindCSS, FastAPI, Spring Boot, Bootstrap, Drupal, WordPress, Figma

Tools: Git/GitHub, Docker, Heroku, Fly.io, AWS, Google Cloud Platform, DigitalOcean

Certifications

- *edx* - Harvard University's CS50x Introduction to Computer Science (8 labs w/ final project)

Hobbies: Programming projects, guitar, archery, language learning, scuba diving