

Gerard Gandionco

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EDUCATION

California State University, Northridge

August 2022 - December 2024

Bachelor of Science, Computer Science

Coursework: Advanced Data Structures, Computer Organization, Statistics & Probability, Software Engineering, Operating Systems, Discrete Structures, Database Design, Data Mining, Programming Language Concepts, Senior Project

College of the Canyons

August 2020 - May 2022

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

Coursework: Algorithms & Data Structures, C++ Object Oriented Programming, C Programming, Computer Architecture & Assembly, Linear Algebra, Calculus II/III, Differential Equations, Physics I/II/III

EXPERIENCE

Web Designer

October 2023 - Present

IntersectLA | California State University, Northridge

- Overhauled outdated webpages using Drupal and Wordpress for multiple university department sites
- Co-lead projects throughout its development while getting periodic feedback from clients and project advisors ensuring quality is up to company standards
- Restructured site navigation improving user experience and utilized Figma for wireframing and sitemapping

PROJECTS

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

- Developed a full-stack CRUD web application for the CS50x final project implemented with the Flask web framework for its templating, dynamic URL routing, and various extension features
- Connected server communication with PostgreSQL using an ORM along with integrating AWS s3 for user-uploaded image storage supporting dynamic creation and deletion

Traditional Roguelike RPG | *Python, curses library*

- An old-school, ASCII-based, 1980's-type roguelike game derived from *Rogue (1980)* played off the terminal
- Employed OOP GoF design patterns in various architecture components (command, state, builder, etc.)
- Designed turn-based gameplay mechanics, including combat, character progression, item management, permadeath, fog-of-war, enemy AI, and saving/loading systems to create unique and challenging dungeons

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

- Developed a study web application focused on effective learning methods as part of a semester-long intro SWE project in collaboration with 3 other students using Git for version control
- Extensively designed the project with UML diagrams and utilized SWE principles such as MVC, Agile methodologies, unit testing, code reviews, etc. throughout its development

Monty Python quotes API & bot | *Python, FastAPI, Tweepy, SQLite, Docker, Fly.io*

- Developed a get-only RESTful API that serves thousands of sketch quotes and dialogue dynamically from a SQL scripts dataset sourced from Kaggle and dockerized in a container currently deployed on Fly.io
- Implemented with Python's FastAPI framework for its modern, high-performance way of servicing API endpoints following RESTful design conventions, and utilized by an active Twitter bot that posts daily

SKILLS, CERTIFICATIONS, & INTERESTS

Technical skills: Python (Proficient), HTML/CSS/JavaScript, Java, C/C++, PostgreSQL, MongoDB

Frameworks/Libraries: Flask, Django, FastAPI, Spring Boot, Bootstrap, Wordpress, Drupal, Figma

Tools: Git/GitHub, Docker, Heroku, Fly.io, 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