

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 contemporary look via comprehensive **UX/UI** redesigns
- Employed **Figma** for restructuring site navigation via **sitemapping** and **wireframing** for a more intuitive and user-friendly experience
- Implemented the content and designs into the new webpages using **Drupal CMS**
- Participated in periodic **client meetings** and incorporated feedback to ensure quality is up to company and client standards

PROJECTS

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

- Developed a **full-stack** blogging application with social media-like features implemented with the **Flask** web framework and various extensions hosted on **Heroku**
- Implemented a database **ORM** approach with **SQLAlchemy** to connect and interact with a production **PostgreSQL** instance running on **Fly.io**
- Utilized **AJAX** calls 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
- Utilized 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.

Last.fm Albums Timeline App | *Node.js, React, Typescript, TailwindCSS, Jest, Netlify*

- Developed a **React** app to dynamically generate yearly timelines of a user's top listened-to music albums
- Ensured reliable data display from the **Last.fm API** through exhaustive function testing with **Jest**
- Designed a visually engaging layout **responsive** to mobile screens stylized with **TailwindCSS** and features downloadable monthly collages

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**
- Wrote URL endpoint **documentation** with built-in **Swagger UI** feature for clear usage instructions
- Developed a **Twitter bot** on the side with **Tweepy** utilizing the API to post daily Monty Python quotes

TECHNICAL SKILLS

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

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

Platforms: Heroku, Fly.io, Netlify, AWS, Google Cloud Platform, Drupal, Wordpress

Tools: Git, GitHub, Docker, Jest, VSCode, IntelliJ IDEA, Figma