

Chad Franzen

chadfranzen.github.io
cdf Franz2@illinois.edu | 224.241.6453

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

BS IN COMPUTER SCIENCE

Expected May 2017

College of Engineering

Dean's List (All Semesters)

James Scholar

Chancellor's Scholar

Cum. GPA: 4.0 / 4.0

HARRY D. JACOBS HIGH SCHOOL

Grad. May 2013 | Algonquin, IL

ACT: 36

GPA: 4.0 / 4.0

COURSEWORK

Data Structures

Discrete Mathematics

Computer Architecture

Systems Programming

Algorithms & Models of Computation

Programming Studio

Numerical Methods

Database Systems

Computer Security

Web Programming

Communication Networks

Text Information Systems

Programming Languages

Virtual Reality

Interactive Computer Graphics

User Interface Design

SKILLS

PROGRAMMING

Proficient:

JavaScript • HTML/CSS • SCSS

Java • ActionScript • C++ • C

Familiar:

Python • Ruby • Haskell

PHP • MongoDB • MySQL

Frameworks:

Angular • Backbone • React

jQuery • Node.js • Express

EXPERIENCE

GOOGLE | SOFTWARE ENGINEERING INTERN

May 2016 – Aug 2016 | New York, NY

- Designed and implemented a dashboard for debugging and analyzing Knowledge Graph answers in search results.
- Collated data from across Google's search stack to produce actionable information for developers.

SPROUT SOCIAL | WEB ENGINEERING INTERN

May 2015 – Aug 2015 | Chicago, IL

- Spearheaded front-end development of major projects requiring new Backbone components, complex data flow, and asynchronous logic.
- Augmented legacy code with modern React components and ES6 syntax.
- Worked in Agile environment to deliver critical features that helped drive new revenue for Sprout.

PROJECTS

PERSONAL PORTFOLIO

Feb 2016

Online portfolio built using Foundation and SCSS, emphasizing a modern, mobile-first design. Used Angular to facilitate easy updates to site content, along with Grunt and Compass to automate build processes.

ONLINE GWENT

Dec 2015

Card game web app for two players. Efficiently maintained state between multiple clients and a Node.js back end via WebSockets. Used React and SCSS to construct a dynamic front-end.

BLOODBORNE CALCULATOR

Jun 2015

Single-page, MVC-focused web application for planning role-playing game character builds. Used Backbone components to synchronize interdependent data based on user input while maintaining an intuitive UI.

A SONG OF ICE AND FIRE GENERATOR

Aug 2014

Online fantasy character generator utilizing JavaScript for dynamic character generation and jQuery for creating a collapsible UI for user options.

SUPER PUZZLE NINJA

May 2014

Action-puzzle game written using ActionScript and the Flixel library. Implemented a complex gameplay loop and 2D graphics while managing performance.

CAN ONE FAKE RANDOMNESS?

May 2014

Worked with two other undergraduates to develop interactive tests measuring human ability to imitate random number generation. Used Java to analyze experimental data and develop algorithms for characterizing the randomness of datasets.