Chad Franzen

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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

SKILLS

PROGRAMMING
Proficient:
JavaScript • HTML/CSS • Sass
Java • ActionScript • C++ • C
Familiar:
Python • Ruby • PHP • MySQL
Libraries:
Backbone • React • jQuery

EXPERIENCE

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 features projected to drive millions of dollars in new revenue.

MAD DASH INC. | Scheduler
Jun 2013 – Jul 2013 | Crystal Lake, IL
- Coordinated logistics and route planning for technicians across several regions.
- Managed data entry and upkeep for success spreadsheets.

PROJECTS

PERSONAL PORTFOLIO
Aug 2015
Online portfolio built using React components to allow for easy modification of content. Created with a responsive, mobile-first design via Sass and bundled using Babel and Webpack.

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 keeping an eye towards 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.

AWARDS

2014	Outstanding Poster Award: UIUC Undergraduate Research Symposium
2013	State Finalist: Worldwide Youth in Science and Engineering
2013	Edward Jones Scholastic Leader Award
2013	Illinois State Scholar Award