

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 • 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