

ANTHONY CIOCCO

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EDUCATION

University of Houston – Main Campus

DECEMBER 2023

Bachelors of Science – Computer Science
Minor in Mathematics

Houston Community College

MAY 2020

Associates of Science – Computer Science

WORK EXPERIENCE

Circulation Assistant

SEPTEMBER 2022 - FEBRUARY 2023

University of Houston Law Center | Houston, TX

- Assisted students in regards to finding, checking in and out, answering general questions and answering phone calls
- Consulted with librarians in order to get scans of books and documents to students
- Enforced closing responsibilities – which involved cleaning, collecting books, and organizing the area for opening shifts

Co-Founder, Content Coordinator and Web Designer

JANUARY 2021 - FEBRUARY 2023

Off Record Blog | Houston, TX

- Designed technical and graphical aspects of the site, managing the site layout based off content and updates
- Scheduled all finalized content and schedule promotions for social media while monitoring site analytics
- Minor tasks involved attending concerts and events to cover for the site, making rounds of edits on blog posts, etc.

PROJECT EXPERIENCE

Dotabase

2020 - PRESENT

- Created a bot that scrapes Opendota API for match data and collects specific statistics to be used in order to give player insights
- Analytics are done using Jupiter notebooks using Python and visualization is used to compare stats across matches and players

The Ant Pond (theantpond.com)

JANUARY 2022 - PRESENT

- Developed a personal website in order to showcase freelance art
- Website was fully created with ReactJS, is ran on Nextjs, hosted on Github, and deployed with Netlify

Data Science – Geolocation

NOVEMBER 2022 - DECEMBER 2022

- Made a visualization of earthquake occurrences over the U.S. and Europe over the span of two years for Data Science class
- Visualization and data analysis was done in Jupiter notebooks with Python using numpy, pandas, among many other libraries

Shroomp

AUGUST 2022 - DECEMBER 2022

- Worked with an agile team to produce a game in Unity as part of a project for a class on Game Development
- Shroomp is game about “fighting back” against the main hero of story who causes issues inadvertently with their actions
- Served as lead Game Designer, developed the initial story, and produced the art and music for the game

Full-Stack Application

NOVEMBER 2021 - DECEMBER 2021

- Designed a full-stack, RESTful application that connected to a relational database that allowed inserts, edits, and deletes
- Creation of the database was developed from the ground up and populated with dummy Human Resource personnel data

SKILLS & ABILITIES

- Proficient languages: C++, Python, JavaScript
- Web frameworks: ReactJS, Svelte
- Data science: Pandas, Jupiter, R, Visualization, Linear regression
- Game engines: Godot, Unity
- Experienced with: PostgreSQL, Pandas, NumPy, NodeJS, HTML, CSS
- Typing speed: ~50 wpm
- Languages: English (native) Spanish (Elementary)
- Microsoft suite: Word, PowerPoint, Excel
- Website builders: Squarespace, Wordpress