Daniel Franco

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EDUCATION

University of Florida   Gainesville, FL
Bachelor's in Computer Science   *Aug. 2021 – May 2025*
- Data Structures and Algorithms
- Computer Architecture
- Operating Systems
- 3.1 GPA

Miami Dade College   Miami, FL
A.A. through Dual Enrollment   *July 2019 – May 2021*
- 4.0 GPA

TECHNICAL EXPERIENCE

UF Software Engineering Club | *Tech Officer*   Sep. 2023 – Present
- **Full Stack Development**: Worked on a full stack industry-level mobile application using GitLab and MERN stack (MongoDB, Express.js, React Native, and Node.js)
- **Technical Experience**: Gained real world experience by engaging in modern software development practices such as agile scrum methodology
- **Agile Scrum Expertise**: Attended biweekly agile standups with team to discuss progress on individual tasks and begin new sprint by acquiring new tickets from sprint board

Society of Hispanic Professional Engineers (SPHE)   Aug. 2022 – Present
- **Mentor**: Developed leadership and communication skills as I fostered growth in new computer science students, offering valuable insight and facilitating the development of their practical skills
- Developed small projects from parallel processing with CUDA and CuPy, to building webhooks by deploying Lambda functions to AWS applications, and observing telemetry data using Docker containers and OpenTelemetry API

PROJECTS

Football Prediction with ML and Scraping | *Python, Pandas, JupyterLab, AWS*   Nov. 2023 – Jan 2024
- Created a web scrapper to extract Premier League match results and build a dataset with over 1000 data points
- Used Scikit Learn to train a Random Forest model to predict future matches. Achieved a respectable accuracy score of 76% by progressively including additional predictors, incorporating rolling averages, and conducting hyperparameter tuning to prevent overfitting
- Modularized the prediction process, creating deployment pipelines for AWS Elastic Beanstalk

File System Manager | *C++, Linux, Fuse API*   Nov. 2023 – Dec 2023
- Created a library in C++ to read and write WAD files and create a filesystem from them, adhering to the WAD format standards used in classic PC games such as DOOM.
- Developed a userspace daemon using FUSE API to mount the file and access the directory structure.
- Gained experience with creating custom libraries and developed a deeper understanding of Linux and underlying mechanisms of modern filesystems.

Social Media Website | *TypeScript, HTML/CSS, Angular, REST API, Go, SQLite, Git*   Aug. 2022 – Dec. 2022
- Developed a full-stack social media web application with a live feed using Angular, Go and SQLite
- Implemented REST API for communicating between front end and back end
- Implemented unit tests using Cypress and Postman to ensure the functionality and security of our application
- Developed my decision making and collaboration skills as I worked with team to coordinate efforts, resolve conflicts, and meet deadlines

TECHNICAL SKILLS

Languages/Tools: C/C++, Python, Java, JavaScript, TypeScript, R, AWS, React, Angular, Node.js, Linux, Git
Certifications: Microsoft Excel, Word, PowerPoint Specialist
Spoken/Written Languages: English, Spanish