

Dean A. Campagnolo

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Education:

UNIVERSITY OF CALIFORNIA, SANTA CRUZ: (September 2017 - Present)

- GPA: 3.74
- Currently enrolled as a Computer Science (B.S.) major
- Planned Graduation: 2021

Experience:

LA HACKS 2019: (March 2019)

- Submitted an Instagram picture selection helper - InstaStats
- Used Nltk - Naive Bayes, Instagram Scraper API, Google Machine Learning APIs

CRUZ HACKS 2019: (January 2019)

- Submitted a geocaching style android application — Project Landmark
- Used Firebase, Google Maps API, and other APIs used for scanning and creating QR codes

CRUZ HACKS 2018: (January 2018)

- Submitted an online charades website — CruzActs
- Implemented a video streaming service (TokBox) API.

NATIONAL OCEANIC AND ATMOSPHERIC ADMINISTRATION SUMMER INTERNSHIP:

Boulder, CO. (June 2016 - July 2016)

- Programmed complex composite maps depicting specific weather patterns of El Niño
- Learned NCAR Command Language

***TWITTER:** (June - September 2019) *(has not happened yet)

- Incoming Software Engineering Intern for the Android Development Team.

Skills:

PROGRAMMING LANGUAGES:

- C#, Java, Python, C, Javascript

OTHER NOTABLE SKILLS:

- NLTK, XML, HTML, CSS, Unix, Git, Unity, Android Studio, Blender, Photoshop, Illustrator

Projects:

Android: (Java, XML)

LEARNING TONES: (April 2018 - Present) [Published May 2018 in Android]

[<https://play.google.com/store/apps/details?id=com.deancampagnolo.learningtones>]

- Educational application that promotes learning various western musical tones using tone through quiz-type games.
- Content based updates are still periodically uploaded

SHAKEY WEIGHTS: (August 2018 - Present) [Development currently in Android] [Joint Project with Jeffrey Yang]

- Entertainment application that awards the user points based off how often they shake their phone and allows the purchase of power-ups with those said points
- Has a back end with user authentication
- Currently in development

Unity: (C#)

BLOBERT: (June 2018 - Present) [Development currently in PC|Mac|iOS|Android]

- 2D platforming game that puts the user's reflexes and mechanical skills to the test
- Contains a seeker type of A.I., story, artwork, and music
- Currently in development