# Dean A. Campagnolo

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# **Education:**

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

- ➤ GPA: 3.78
- ➤ On Dean's list
- Currently enrolled as a Computer Science (B.S.) major
- ➤ Planned Graduation: December 2020.

### SAN MARINO HIGH SCHOOL, SAN MARINO, CA: (October 2013 - June 2017)

- > GPA: 4.0 (Weighted)
- ➤ Member of California Scholarship Federation (CSF), consecutive four years.

## **Experience:**

### NATIONAL OCEANIC AND ATMOSPHERIC ADMINISTRATION INTERN:

Boulder, CO. (June 2016 - July 2016)

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

CRUZ HACKS 2018: (January 2018)

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

### Skills:

#### PROGRAMMING LANGUAGES:

C#, Java, Python, C, Javascript

#### OTHER NOTABLE SKILLS:

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

### <u>Unity:</u> (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