Dean A. Campagnolo

Github: https://github.com/deancampagnolo

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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 and Statistics minor
- ➤ 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
- ➤ 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