

# 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 sophomore with Computer Science (B.S.) major and Statistics minor

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

- GPA: 4.0 (Weighted)
- Member of California Scholarship Federation (CSF) for 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]

- Educational application that teaches and quizzes the user on the various musical tones
- Still receiving content based updates

**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
- Is 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 skill to the test
- Contains original story, artwork, and music