Francesco Prospato

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EDUCATION

Columbia University   Expected May 2021
BS in Computer Science   New York, NY
<u>Relevant Coursework:</u> Data Structures, Programming in Java, iOS Application Development, Intro to Computing (Python Programing), Advance Programming, Artificial Intelligence, Computer Science Theory

SKILLS

Technical: Xcode (iOS Applications), Android Studio (Android Applications), CocoaPods, Google's Firebase, Amazon Web Services, Github, Google Cloud Services, Sketch (Mobile Application Designer Toolkit)
Technical Languages: Proficient in Swift, Java, Python, C, and C++

EXPERIENCE

Facebook   June 2019 – August 2019
Engineering Intern
- 3 weeks of training for Android development to be prepared to work on project with team
- Leader of my development team to assigned responsibilities to team members, assisted peers with troubleshooting, and completed all milestones ahead of schedule
- Final project, *Moves*:
    o Utilized Google Cloud and TickerMaster API to give restaurant and event suggestions based on user location and preferences. Utilized Parse for user to user interactions and profile management
    o Ability to see details such as price, distance, order a Lyft ride, photos, and map view of venue
- One of the top five interns in the program, and received a return offer

Connect - Redefine Connections   April 2017 – June 2019
Independent Developer and Designer
- Self-taught to independently conceptualize, design, and code a mobile social media application, receiving over 1200+ downloads in the first month of launch in mid-July 2018
- Designed user interface and experience with Sketch
- Utilized servers and security that run the app and holds user data with Amazon Web Services (AWS)
- Built application with Xcode entirely in Swift
- Manage app analytics, push notifications, and other dependencies with Google's Firebase and CocoaPods
- Pitch application to many potential investors and received a starting grant to set a foundation for growth
- Manage beta tests of large groups of people
- Maintained app independently and still growing in users

IGN Entertainment   Summer 2018
Software Engineering Intern   San Francisco, CA
- Revamped mobile web comments for articles, videos, and wiki guides and built stand-alone slideshow page for web using HTML, CSS, Javascript, and PHP; these features are now live in production on IGN website
- Added new feature of in-app comments section for all videos and articles for mobile apps using Swift in Xcode and Kotlin in Android Studio; this feature is now live in production on all IGN mobile apps
- Participated in a company-wide hackathon:
    o Independently built one of few hacks to be put in production because of the potential to greatly increase app traffic and time spent in app per user
    o The hack completely redesigned the video player UI and UX, added a new related content feature for both videos and articles that also shows the recently added content if the user runs out of related content, a 15 second video skipper, and a notification of the next video being played
    o New video UI and UX I designed is currently in production
    o AWARD - Hack Week Winner: Largest Impact on Revenue

Rock'n Robin Productions   October 2017
Mobile App Designer   New York, NY
- Collaborated with the producing team of Robin Roberts, co-anchor of ABC's top rated morning show, Good Morning America, on their next potential mobile application
- Independently designed and created the application's user interface and experience with Sketch