

Frank Gatto

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EDUCATION

Temple University, College of Science and Technology

Philadelphia, PA

Bachelor of Science, Information Science & Technology

Expected Graduation: Spring 2023

Cumulative GPA: 3.29

Relevant Coursework: Data Structures, Computer Systems and Low-Level Programming, Introduction to Systems Programming and Operating Systems, Database Management Systems, Component-Based Software Design, Quality Assurance and Testing, Introduction to Digital Forensics, Client-Side Scripting for the Web, Secure Software Development

TECHNICAL SKILLS

Programming & Markup Languages: C, C++, C#, Java, JavaScript, HTML, CSS, Python, SQL

Other: Visual Studio, Visual Studio Code, Eclipse, GitHub, Web APIs, Postman, Unit Testing

WORK EXPERIENCE

Computer Science Tutor | Philadelphia, PA

Jan 2018 - Present

Independent Tutor

- Tutored 15 students in programming and writing code in languages such as C, Python, and Java.
- Analyzed projects and provided guidance to improve students' work
- Demonstrated concepts such as object-oriented programming, data structures, and polymorphism

Quantum Strategies | Philadelphia, PA

Jan 2022 – Mar 2022

Computer Science Intern

- Collaborated with team in the development of a frontend solution for easy-building applications and websites.
- Wrote code with JavaScript, React, and Node.js

INDEPENDENT PROJECTS

Twitch Alert Handler

Jan 2021 – Apr 2021

- Creating a JavaScript application that updates and modifies an HTML document in real time based on responses from a web API
- Users can display graphics that interact with incoming alerts, update in accordance with predefined goals, and automatically reset back to their original state on a predefined day
- Developed in Visual Studio Code using JavaScript, HTML, CSS, Streamlabs API

Creature Collecting Game

May 2022 – Present

- Developing a creature collecting game using the Unity game engine and C#.
- Writing efficient, easily scalable code to implement core gameplay features that enables new features to be added and sequels to be developed.
- Utilizing object-oriented programming and Unity's scriptable objects to create reusable and modifiable classes for creatures, attacks, etc.
- Playable demo available for download on my website.

More projects on frankgattoprogramming.com