

# Franco Sasieta

## Education

**Bowdoin College**, Brunswick, ME **Bachelor of Arts, 2016**  
**Majors:** Mathematics/Computer Science (Double Major) **Mathematics GPA – 3.27**  
**Computer Science GPA – 3.30**

**Relevant Coursework:** Distributed Systems, Operating Systems, Programming Languages, GIS Data Structures and Algorithms, Cognitive Architectures, Computer Networks, Optimal Control, Advanced Analysis, Introduction to Analysis, Differential Equations.

**Languages:** Fluent in Spanish and English. Intermediate French and Basic Japanese.

## Skills

- Experience in C/C++ , Java, Python in a Unix environment. Objective-C (prior experience).
- Git, SVN
- HTML, CSS, Javascript
- Graph and Sorting algorithms
- OS Concepts: locks, mutexes, semaphores
- Databases: SQL, Sqlite.
- Socket programming - TCP/IP. Client-server architectures
- Exposure to OpenGL / Terrain visualizations
- Multithreading
- Dynamic programming
- Exposure to MapReduce using Hadoop
- Ability to create GUIs using Java Swing API

## Experience

**Northern Bites (Bowdoin Robotics Team)** **Fall 2013-Fall 2015**

*Active Member, World Class Robotics Team*

We use NAO robots to compete in the RoboCup Standard Platform League, where they play soccer autonomously

- Researched ways to improve the locomotion of the robots in a soccer environment.
- Wrote a Java and C++ based software tool to modify the behavior of the robots in real time.
- Improved near goalpost behavior and created a penalty kick behavior using Python. ([contributions](#))

**Center for Learning and Teaching, Bowdoin College**

**Fall 2013-Spring 2016**

*Tutor, Mentor, Teacher Assistant*

- Worked as a Bowdoin Science Experience Mentor, fostering the interest for science on incoming students
- Provided mentorship during students' first semester in college about transitioning to college.
- Improved outcomes of struggling students in introductory Calculus and Computer Science.

## Projects and Awards

**CBB Hacks** **Jan 2016**

- Obtained "Best Hardware Hack" award. Developed prototype of interactive website using the Myo armband.
- Focused on interaction of armband with the website. Made in Lua.

**Car with Emotions**

- Prototype car built based on the Arduino Uno that interacted with it's environment using C++.

**Titanic Survivor Prediction Model**

- Used Python with the Scikit-Learn, Numpy and Matplotlib libraries to explore the Titanic Survivor Kaggle data set.
- Modeled survivor rate by training a random forest algorithm.

**GraphHack @ GraphConnect**

- 3rd Place at Hackathon hosted by Neo4j, creator of NoSQL graph database neo4j.
- Cleaned and normalized data from the San Diego Campaign Finance data set.
- Learned about Cypher and query formation in Cypher.

## Leadership Activities

**Overland Summers**

**Summer 2016**

*Trip Leader*

- Lead elementary and middle school students through multi-day outdoor trips in western MA and NC.
- Managed budget, planned meals and ensured students' safety throughout the entire duration of the trip.