www.francosasieta.com

Franco Sasieta

github.com/fsasieta

franco.sasieta@gmail.com

Work

Senior *Software Engineer, Technical Lead* **Rally Health** **Fall 2016 - Present**

Primarily working on the company's insurance dashboard product. Extensive use of Scala using the Play Framework.

- Led a team through the maintenance, enhancement and delivery of a consumer facing product.
- Developed APIs and Microservices, integrated with third party APIs.
- Created and reconciled feature requirements, designed solutions for API integrations.
- Extensive use of unit testing frameworks and integration pipelines.
- Mentored newer engineers in best practices and functional programming.

Active Member **RoboCup (Bowdoin Robotics Team)** **Fall 2013-Fall 2015**

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.

Quantitative skills tutor, TA **Center for Learning and Teaching, Bowdoin College** **Fall 2013-Spring 2016**

- Work as a Bowdoin Science Experience Mentor, fostering the interest for science on incoming students and providing mentorship during their first semester in college.
- Tutored students in introductory Calculus and Computer Science.

Education

Brunswick, ME **Bowdoin College** **Bachelor of Arts, May 2016**

B.A. in Mathematics, GPA: 3.27/4
B.A. in Computer Science, GPA: and 3.30/4

***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.

Skills

- Scala, Java, Python, Typescript, Javascript
- Play Framework, AngularJS, AWS, Docker, Jenkins
- HTML, CSS, C/C++
- MongoDB, PostgreSQL
- Git, SVN
- OS Concepts: locks, mutexes, semaphores
- Graph algorithms, Sorting Algorithms
- Socket Programming - TCP/IP. Client-server architectures
- Multithreading, Dynamic Programming
- Exposure to MapReduce using Hadoop

Projects and Awards

Titanic Survivor Prediction Model (2016)

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

GraphHack @ GraphConnect (2016)

- 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.

CBB Hacks (2016):

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