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Franco Sasieta

Employment

Software Engineer **Rally Health** **Fall-2016 - Present**

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

- Developed APIs and Microservices, integrated with third party APIs.
- Extensive use of unite testing frameworks and continuous integration
- Use of Typescript with the Angular Frame
- Technologies used: Scala, Play!, Angular, Typescript, Jenkins,

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**
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.

Projects and Awards

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 (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.

Car with Emotions (2015):

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

Skills

- Professional Experience in Scala, Typescript. Use of Play!, Angular
- C/C++ , Java, Python, Objective-C in a unix environment (Prior experience).
- Git, SVN
- HTML, CSS, Javascript
- Graph algorithms, Sorting Algorithms
- OS Concepts: locks, mutexes, semaphores
- Databases: SQL (fair)
- Socket Programming - TCP/IP. Client-server architectures.
- Exposure to OpenGL / terrain visualizations
- Multithreading, Dynamic Programming
- Exposure to MapReduce using Hadoop