

# Francesca `Jade' Truncale

✉ f.truncale0@gmail.com | 🏠 ftruncale.github.io | 🐙 github.com/ftruncale | 📧 bitbucket.org/ftruncale | 🔗 linkedin.com/in/ftruncale

## Experience

### Computer NYC Tutor & Technical Services

New York, NY

MANAGER, TECHNICAL SERVICES

2014 — Present

- Managed a team of four, assigning projects and scheduling
- Worked one-on-one with 100+ clients in rotation
- Performed diagnostics on clients' home and business setups while maintaining professional attitude
- Solved problems such as syncing contact information between unsupported software and diagnosing failing hardware
- Worked with highly variable requirements to achieve aforementioned results

### PBC Labs

New York, NY

FLUTTER ENGINEER

2021 — Present

- Participated in the 2021 CUNY Public Health Innovation Accelerator
- Used Trello for team communication and planning
- Designed the mobile app layout and user experience flow through Figma
- Implemented the frontend of the Bloomelody app using Flutter & Dart
- Edited the initial Bloomelody commercial, available on YouTube

### Hetrick-Martin Institute

New York, NY

INTERN, PEER OUTREACH WORKER (POWERS)

Sept. 2019 — Jun. 2020

- Created and organized a mental health survey targeting 500 people, surpassing goal to reach ~700 people, to better allocate resources towards mental health outreach efforts
- Analyzed survey dataset using Python data libraries such as seaborn & pandas
- Led efforts for and implemented current program logo/uniform design
- Designed an updated information packet to be distributed to newcomers

INTERN, TAU GAMMA TV

Feb. 2020 — May 2020

- Led a five-person live-broadcasting team
- Created individual episode plans and provided statistics and facts for each topic, leading to a more streamlined broadcasting experience for the team
- Managed and ran the weekly live stream through OBS

## Projects

### Bloomelody

PBC Labs

MOBILE APPLICATION TAILORED FOR THERAPIST USE WITH EARLY-INTERVENTION LEARNERS

January 2021 — Present

- Designed the app layout and user experience through Figma
- Implemented the design for cross-platform use utilizing the Flutter toolkit & Dart
- Worked with various flutter libraries such as GetX for state management, Flutter Sound for playing media
- Backend uses Google Cloud Platform (Speech-to-Text) and Firebase Suite (Crashlytics, Storage, Cloud Functions, Performance)

### Discord Moderation Tool

Personal Project

APPLICATION TO MODERATE DISCORD SERVERS, PROVIDES A FRONT-END

February 2020 — Present

- Designed application with privacy-focused users in mind
- Researched Discord API, with a focus on implementation of REST API, Websocket API, and OAuth2
- Created back-end in Python using asynchronous functions
- Used Javascript & Vue to implement a responsive, adaptive front-end layout
- Application saves channel chat logs to a specified SQLite, MySQL/MariaDB, or PostgreSQL database using SQLAlchemy

### inFAMOUS NES Demake

Group Project

A 2D PLATFORMER BUILT FOR A ONE-WEEK RETRO GAME JAM

March 2021

- Implemented player movement and projectile logic using libGDX/Java
- Designed pixel art, backgrounds, and sprites

### Voice/Gender Recognition

MACHINE LEARNING MODEL FOR DETECTING GENDER, WITH AN ACCURACY OF 98%

Spring 2018

- Used Python, scikit-learn, and R library seewave to create an ensemble machine learning model to detect gender based on a voice sample's characteristics
- Analyzed and processed voice samples into various measurements of frequency and spectral analysis
- Processed data with Python data libraries pandas and numpy before use with the model

## Education

### The City College of New York

New York, NY

BACHELORS OF SCIENCE IN COMPUTER SCIENCE

May 2018

- Machine Learning, Algorithms, Data Structures, Software Design Lab, Database Systems

## Skills

**Languages** Python, Dart, Javascript, C#, C++, Java, MySQL, Latex

**Tools** Flutter, Vue, Qt

**OS** Windows, Linux, Mac OS

**Misc** Leadership & Teamwork in 3-5 Person Teams, Collaborative Project Management, Analytic Problem Solving Skills