

JOE CAMPANOTTO

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*willing to relocate

SUMMARY

Bachelor of Science graduate in Computer Science from the University of Illinois (Chicago campus). Candidate with extensive experience in numerous programming languages such as Python, C, C++, Java, and JavaScript. Experienced in building non-trivial software in team environments following agile processes. Special interests in film, television, photography, and web application development.

EDUCATION

University of Illinois at Chicago (UIC):

Graduated: December 2020

Bachelor of Science in Computer Science. Specialized Coursework includes: Software Engineering, Concurrent Programming, Machine Learning, Data Science, and Natural Language Programming.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, SQL, C++, C

Tools/Frameworks: Git, Bootstrap, Visual Studio, Web Technologies (HTML/CSS/JS), Flask

Other: Object-Oriented Programming / OOP, Agile, Linux / Unix, Windows

PROJECTS

Poker-Junkie (Software Engineering Class Group Project):

- Poker-Junkie was a multiplayer-online poker playing desktop application
- Worked with a team of four imitating the Agile process to hit code deadlines
- Designed and wrote all the front-end code for the login screen using JavaFX
- Created an AWS database to enable login and multiplayer sessions
- Also wrote the back-end code for the login screen using Java and SQL and connecting to AWS

A-Listed (solo, personal project):

- A-Listed was a web application that allowed users to track the release of upcoming movies
- Ensured the application followed Persistent Web Application spec and functioned seamlessly between desktop and mobile
- Wrote the front-end code using HTML5/CSS3/JS and Material Components for the Web
- Used JavaScript to connect to the Open Movie Database API and retrieve information
- Wrote the back-end in JavaScript enabling users to add upcoming films to their list and see when they are releasing