

Jacob A. Frausto

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EDUCATION

BROWN UNIVERSITY

Bachelor of Science, Computer Science — GPA: 3.2/4.00

PROVIDENCE, RI

May 2023

Relevant Coursework: Intro to Object-Oriented Programming and Computer Science, Intro to Algorithms and Data Structures, Intro to Discrete Structures and Probability, Introductory Calculus II, Intermediate Calculus, Technology and Society

Technical Skills: Proficient – Java, Python, Selenium, Swift; Basic – HTML/CSS, JavaScript, C#, TensorFlow

EXPERIENCE

ID TECH CAMPS

Online Instructor

Campbell, CA

May 2020 – Present

- Instructed a total of over 70 students ages 7-18 to sharpen their STEM skills and bond with new friends.
- Provided high-quality remote instruction through individualized and project-based curricula for 7 different courses.
- Subjects taught include: Python, Java, Scratch, Minecraft, and General Game Design.

PROVIDENCE PUBLIC LIBRARY

Technology Education Assistant, Bonner Fellow

Providence, RI

September 2019 – Present

- Contributed as an observational member of the Technology/Education department at the Providence Public Library.
- Taught 20 low-level offenders on career development skills and digital literacy as a teaching assistant for "Pivot the Hustle" spring course.
- Taught 15 individuals how to use Excel and other data analysis tools as a teaching assistant for "Data Analytics" fall course.

SIGNS.COM

Customer Segmentation Specialist, Marketing Intern

Salt Lake City, UT

July 2019 – Present

- Collaborated with a team responsible for Customer Market Segmentation.
- Overall this team has tagged and researched over 10,000 individual orders and clients.
- Worked on an Educational Outreach Program to aid 1,500+ school districts (Arizona, Texas, Utah, New Mexico, Idaho) with their signage needs for the Fall semester following the COVID-19 pandemic.

PROJECTS

MindMap

Y-Hack 2019 at Yale University

October 2019

- Web application that can create a transcription from a video lecture that is then condensed into a word-map diagram.
- MindMap utilizes the Google Cloud's Speech-to-Text API (through both Python and Java) in order to create a seamless transition in a fraction of the time that it would take to sit and watch the lecture.

autoTagger

Signs.com

March 2020 – June 2020

- Functional program that facilitates, automates, and expedites the tagging process for my position with Signs.com.
- Written in Python, autoTagger utilizes Selenium to work through agent tags in 25-33% of the time they would normally take.

CelebrityJumble

Personal

July 2020

- Twitter bot that scrambles the thoughts of popular celebrities and automatically tweets them on @CelebrityJumble 7 times per day.
- Written in Python; utilizes Tweepy and the Twitter API along with OAuth to collect and produce tweets.

Purrfect

Personal

June 2020 – Present

- iOS app that introduces and connects users to the exact type of pet that they are looking for.
- Compiles animals from a wide variety of shelters, local businesses, individuals, and large chain retailers in the area.
- Offers a sleek and simplistic interface that is as user-friendly as it is fun to use.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

HACK@BROWN

Publicity & Outreach Team Member

Providence, RI

October 2019 – Present

- Successfully built relationships with Brown campus organizations and departments at 150+ other universities.
- Managed a social media campaign, bringing sleek and attractive content to 2,000+ followers on Twitter and Instagram.
- Responsible for spreading awareness about the event and 6 introductory workshops on programming languages and frameworks.

BROWN RISD GAME DEVELOPERS

Programmer

Providence, RI

September 2019 – March 2020

- Programmed in C# using the Unity game engine. Worked on a total of 9 tasks for a small team project.

THE BONNER COMMUNITY FELLOWSHIP

Bonner Fellow

Providence, RI

August 2019 – Present

- Trained and worked as a member of a cohort that aims to combine student community engagement with academic and career goals.
- Partnered with Providence Public Library in order to deliver technological skills to a total of 450+ adult students.

OTHER SKILLS & INTERESTS

Language: Native Fluency in Spanish, Professional Proficiency in French.

Interests: Ukulele, Bowling, Hiking/Camping, Soccer, Painting, Reading, Education