Jacob Frausto

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EDUCATION

BROWN UNIVERSITY

Providence, RI
Expected Graduation 2023

BACHELOR OF SCIENCE (Computer Science)

Hack @ Brown Publicity & Outreach Team Member | Bonner Fellowship | BRGD Programmer

Relevant Courses : CSCI 0150: Intro to Object-Oriented Programming and Computer Science, MATH 0100: Introductory Calculus Part II, CSCI 0160: Intro to Algorithms and Data Structures

JUDGE MEMORIAL CATHOLIC HIGH SCHOOL

Salt Lake City, UT
2016 – 2019

HIGH SCHOOL DIPLOMA W/ HONORS

Graduated top 10 in class; Served as Student Body President; Volunteered over 160 hours through school; Editor of School Newspaper; 4.403/4.0 GPA
Relevant Courses: AP Calculus AB, Intermediate Computer Science I.

EXPERIENCE

PROVIDENCE PUBLIC LIBRARY

Providence, RI
2019 – present

BONNER FELLOW

Currently acting as a teaching assistant of the "Data Analytics" fall course taught by the Technology/Education department at the Providence Public Library. This is through the Bonner Community Fellowship at Brown University.

SIGNS.COM

Remote Position
2019 – present

REMOTE CUSTOMER SEGMENTATION SPECIALIST

Responsible for researching and tagging a multitude of clients and their sign purchases and reporting said purchases accordingly.

SIGNS.COM

Salt Lake City, UT
Summer of 2019

MARKETING INTERN

Member of a team of interns responsible for Customer Market Segmentation. Responsible for researching and tagging a multitude of clients and their sign purchases.

C&R MANAGEMENT COMPANY

West Jordan, UT
2016-2019

REMOTE CUSTOMER SEGMENTATION SPECIALIST

Organizing inventory, managing cash registers, and maintaining a clean workplace.

SKILLS/HONORS

- **Questbridge College Prep Scholar & National College Match Finalist**
- **Daniels Fund Scholarship Recipient**
- **Recognized AP Scholar w/ Honor**
- **Recognized as National Hispanic Scholar**

- **High Honors Roll w/ Graduating Cords (ranked #11 in class)**
- **Knowledge of:**
  - **MS Office**
  - **G-Suite Tools**
  - **Adobe Photoshop, Illustrator, AE**

- **Intermediate Proficiency in Java and C# (Unity)**
- **Fluent in:**
  - **English**
  - **Spanish**
  - **French (proficient in reading and speech)**

PROJECTS

- MindMap – Converts video lectures to transcription and then to useful data visualization.
  - (https://devpost.com/software/mindmap-kr8bmz)
- Swype – Mobile video game for Android with simple swipe concept; built with Unity game engine.
  - (https://play.google.com/store/apps/details?id=com.TechnoStudios.SwypeGame)
- Opening Night – Top-down multiplayer game written in Unity (C#); currently in development.