

Robert A Caporino

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EDUCATION

Saint Joseph's College – Patchogue, NY

Bachelor of Science, Math and Computer Science, completed December 2019

Specialized Courses:

Advanced Java | Scripting Languages | Database Systems | Advanced Database Systems | Mobile Applications | Software Engineering & Meth | Operating Systems

PROJECTS

RobCaporino.com – This website is used to host my contact information, and as a hub for my projects.

- Built using Vuejs and Bootstrap-vue.

Sudoku Web App – A web app built using Vuejs, Bootstrap-vue, JavaScript and Python.

- Developed a web app that allows users to solve sudoku puzzles and verify their solutions.
- Implemented an auto solve feature that allows users to visually watch the puzzle be completed using a backtracking algorithm.
- Utilized Python to handle puzzle generation and stored the list of puzzles as a file.

Dragon Radar – A prototype mobile application for players of the card game Dragon Ball Super.

- Developed a helper application that would allow users to log in, search for cards, create decks, and save them to their account.
- Users could authenticate through their google accounts using Google's Firebase API.
- All cards, users, and decks created by users are stored in a Realtime Database utilizing the Firebase API.

Pirate vs Spiders – An early version of a game I am creating that features a 3D world in a top down view and waves of enemies to defeat.

- Developed a proof of concept, minimal viable product using the Godot Engine and GDScript.
- Implemented player movement and camera direction using vector math and ray casting to get the players position and the direction they should be facing.
- Utilized composition techniques when creating objects allowing for things, such as attacks, to be reused easily.

Drive Dry – Lead a team of students to develop an android application, allowing users to track their blood alcohol content and alert them when it was unsafe to drive.

- Developed the algorithm that would keep track of the user's blood alcohol levels based on various factors.
- Responsible for the project repository and was in charge of reviewing and accepting pull requests.
- Taught the other students how to use the basic functionalities of git such as; branching, commits, and pull requests.

Py Buddy – A demo for a mobile game concept that teaches the user python.

- Developed a proof of concept demo using the Godot Engine and GDScript.
- Each level consists of a lesson and a puzzle. For the puzzles the user enters "code" into a console to solve a problem presented based on the lesson learned on the current level.
- The demo goes over basic concepts such as printing output, variables, and concatenation.

SKILLSET

Languages – Java, JavaScript, Python, Dart, R, SQL, PL/SQL, XML, HTML, CSS, JSON, Visual Basic

Tools/Frameworks/Database – Vuejs, Git, Flutter, Bootstrap, Bootstrap-vue, MySQL, Firebase, Visual Studio Code

Proficient understanding of Java, JavaScript, and Vuejs, work well with others, strong problem-solving skills, fast learner, active listening skills, team player, leadership.