TONY MASTROMARINO

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Objective: To collaborate in developing tools and spaces that make an impact.

Education

BACHELOR OF ARTS, COMPUTER SCIENCE, MATHEMATICS
Colorado College • 3.93 GPA   2019 – 2023 (Expected)
Davis United World College Scholar and Euclid Scholar who recently studied with the Budapest Semesters in Mathematics and Aquinicum Institute of Technology programs.

INTERNATIONAL BACCALAUREATE
United World College Maastricht   2014 – 2016
Chosen from 3000 applicants by the United States of America National Committee to represent the USA at UWC Maastricht, an acclaimed international school uniting people and cultures through education.

Work Experience

CHIEF EXECUTIVE OFFICER
MemorMe, Inc.   May 2020 – Dec 2021
• Led team in meeting with stakeholders and winning the Big Idea pitch competition
• Used Agile project management with Jira to guide team in innovating personal memory archives
• Prototyped app and website design in Figma and contributed over 80 commits to the project

JUNIOR IT TECHNICIAN
Southern New Hampshire Software   Aug 2017 – Jul 2019
• Developed in-house ticket and time-tracking solution to improve business workflow and operations
• Used problem solving and communication to empathetically support hundreds of users with technical issues
• Created company website, leading to a reduction of hands-on new computer setup time by 25%

DEVELOPMENT INTERN
United World College Changshu China   Jul 2016 – Jun 2017
• Used iterative design to create promotional media according to department specifications
• Took the lead on planning and executing organization projects, many involving hundreds of participants
• Independently developed knowledge of design tools to enhance workflow and product quality

Projects

• **RemindMe:** Flutter app to schedule reminder notifications with custom callbacks
• **Text Adventure Platform:** text-based game engine and associated map editor written in Java
• **Simple Secure File Server:** Python server and client using cryptographic primitives to securely manage files
• **MemorMe app/website:** Flutter and Google Cloud app that helps digitally backup memories
• **Davis Scholar Search:** Vue.js web tool to assist Davis Scholars in choosing a college using data
• **SNHS ticketing app:** full-stack webtool to help record service tickets at Southern New Hampshire Software

Skills

Languages: Javascript, HTML & CSS, Dart, Python, Java, C
Libraries & Frameworks: Vue.js, Flutter, Node.js, Google Cloud, Swing
Tools: Git, SQLite, Linux, Jira, Figma, Adobe Creative Suite
Paradigms & Workflows: Reactive Programming, BLoC, Agile and Scrum, Test-driven Development, Object Oriented Design, Data Structures, Database Systems
Soft skills: Empathy, Problem Solving, Design Thinking, Communication, Documentation