VINCE ERMITANO

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Education

University of California, San Diego
B.S. Computer Science
Sep 2020 - Current

3.84 GPA

Courses: OOP in Java/C++, Algorithm Design and Analysis, Operating Systems, Data Structures, Computer Architecture, Software Engineering, Web Client Languages

Skills

Languages: Java, C++, HTML, CSS, Javascript, Python, SQL

Technologies: Git, Github, ZenHub, Unit & Integration & UI Testing

Projects

Spotify Guess (In Progress)
Web Application (HTML, CSS, Javascript)
Developing a web trivia-style game that Spotify users can play to measure how well they know their own music. Utilizes the Spotify API to fetch user playlists in order to grab songs randomly and audibly play them for the user to guess/answer the title of the song. Looking into adding different game modes (e.g. guess friends' songs) and having users create personal accounts for the web app to keep track of scores from their games allowing for friendly competition with Spotify friends.

Portfolio Website
Web Site (HTML, CSS, Javascript)
Designed (wireframed) and implemented a responsive and interactive portfolio site where visitors can learn about me and the projects that I have completed, the projects I am working on, view my resume, and get in touch with me via contact form. Third-party libraries such as Animate on Scroll JS and EmailJS were utilized to enhance the aesthetics for a more pleasing user experience.

Birds of a Feather
Mobile Android App (Java, Android Studio)
Led a team of six to design and build a mobile application having the purpose/functionality of connecting UCSD students together through the sharing (via bluetooth) of their common classes. As a leader, I was responsible for assigning tasks to group members, assuring that members were completing tasks on time, maintaining a communicative environment, and finding solutions to issues relating to team scheduling and feature implementation. My main feature-related tasks involved designing and implementing the UI and setting up a local database via the Room persistence library.

Threads and Multiprogramming
Operating Systems (Java, Nachos Os)
Implemented the functionality of concurrency and memory management for multiple processes/threads on a single CPU operating system (Nachos OS). Concepts applied in the implementation include synchronization, scheduling, memory allocation and sharing to support this functionality.