Frank Yournet

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Education

CUNY - Queens College — **Flushing, NY**
Bachelor's Degree of Computer Science BS — Graduation: May 2025
GPA: 3.701

Relevant Coursework: Design and Analysis of Algorithms, Data Structures(Java), Object Oriented Programming in C++ and Java, Database Systems(MySQL), Principles of Programming Languages(C++), Operating Systems(Java), Software Engineering(Java/Kotlin), Theory of Computation

AWS Training and Certification — **Virtual**
AWS Cloud Practitioner Essentials — July 2024

- Gained a solid understanding of key AWS services like computing, storage, and networking.
- Learned how to design and manage cloud solutions that are secure, scalable, and cost-effective.
- Studied AWS security practices, including managing access and protecting cloud resources.

Skills

Technical skills: JavaScript(Highly proficient), **Java**(Highly Proficient), **HTML/CSS**(Proficient), **C++**(Proficient), **MySQL**(Intermediate)
Tools and Frameworks: React.js, Firebase, Express.js, Node.js, Adobe Creative Cloud, Git, Github, AWS

Professional Experience

Research Foundation of The City University of New York - MNC Development — **Brooklyn, NY**
Software Engineer Intern (Lead) — February 2024 - June 2024
Employer - Moses Cowan: cowanconsultingforms@gmail.com

- Led a team of 7 software engineering interns in the development of a full-stack web application, collaborating closely with the design team to integrate user interface designs. Oversaw project milestones, ensured timely delivery, and maintained a focus on seamless functionality and a cohesive user experience.
- Conducted thorough and meticulous reviews of team members' pull requests, totaling 148 to date, ensured adherence to coding standards, identified bugs, and provided constructive feedback to enhance code quality and team performance.
- Contributed significantly to producing the web application using React, JavaScript for the backend, and Firebase, applying my skills in these technologies to support the team's efforts and achieve project objectives.
- Implemented agile methodologies such as Scrum, conducted daily stand-ups and sprint planning sessions to enhance team collaboration and productivity.
- Introduced a streamlined backlog ticketing system within GitHub, optimizing workflow efficiency and enhancing project organization by centralizing task tracking, prioritization, and status monitoring.

The Noise Media — **Manhattan, NY**
Sports Media Founder — June 2020 - October 2023
Self-Employed

- Cultivated a dedicated following of over 25,000 members within the sports community through engaging podcasts and Instagram content.
- Drove a surge in monthly subscriptions, reaching a peak of $5,000, by strategically channeling followers into a Discord server.
- Coordinated content creation efforts as a lead producer, delivering high-quality film productions and captivating graphics using Adobe Illustrator.

Projects

- **MNC Development Multimedia Application** → Engineered and structured responsive user interfaces using React components, ensuring a seamless experience across devices and screen sizes. Integrated Firebase as the backend to manage real-time data, multimedia content, and application state efficiently. Utilized Firebase Firestore, a NoSQL cloud database, for dynamic data storage and retrieval, including user profiles, content metadata, and user-generated content. This setup provided a robust and scalable solution for real-time data management.
- **NBA 2023-24 Season Database** → Designed and implemented a comprehensive relational database for tracking the 2023-2024 NBA season, including players, teams, and game statistics. The project involved creating an ER diagram, translating it into a fully normalized schema with foreign key constraints. Additionally, developed a script to automate data insertion by pulling statistics from an external API, streamlining the process of populating the database with real-time NBA data.
- **MultiThreaded Retail Store Simulation** → Developed a Java-based multithreaded simulation of a retail store, modeling customer behavior, floor clerks, and storage clerks using Java's concurrency tools like Thread, AtomicBoolean, and AtomicInteger. The project simulates customer actions, such as searching for items, waiting in lines, and paying at self-checkout machines, with realistic interactions managed through synchronized queues and thread prioritization. The simulation replicates real-world scenarios, ensuring efficient resource management and realistic event-driven behavior.