Frank Gatto

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EDUCATION

Temple University, College of Science and Technology *Philadelphia, PA*
Bachelor of Science, Information Science & Technology *Graduated May 2023*
Cumulative GPA: 3.31

TECHNICAL SKILLS

C	C#	Java	JavaScript	HTML
CSS	Python	SQL	Git	Postman
Unit Testing	Unity	ASP.NET	AJAX	jQuery

WORK EXPERIENCE

RevSpring | Remote   May 2023 - Present
Programmer L1
- Collaborated in the onboarding of new high priority clients by developing custom software solutions tailored to their needs
- Served as one of the primary developers for the company's largest client by revenue
- Assisted in the training of new employees, providing guidance and reviewing all client-facing work
- Developed new training materials and resources to aid in the onboarding of new programmers

Junior Programmer
- Created and modified scripts to process data and generate output according to client needs and specifications
- Assisted in troubleshooting, debugging, and resolving software defects
- Implemented software enhancements and updates based on client feedback and changing requirements

Computer Science Tutor | Philadelphia, PA   Jan 2018 - April 2023
Independent Tutor
- Tutored 15 students in programming concepts and multiple programming languages
- Analyzed projects and provided guidance to improve students' work which showed an improvement in assignment grades and exam scores

TECHNICAL PROJECTS

Information Technology Capstone Project – Letter of Recommendation Tracking System
   Analysis Phase   Aug 2022 – Dec 2022
- Led a team of 4 to deliver a fully complete information system to Temple University
- Completed analysis of the project by interviewing our client to understand their current business process, requirements, and goals
- Utilized UML tools such as Activity Diagrams, Use Cases, and User Stories
   Implementation Phase   Jan 2023 – April 2023
- Used agile development methodologies, worked in a series of two-week sprints with weekly scrum meetings and code reviews
- Created detailed sprint plans, testing plans, and progress reports
- Utilized C# and .NET to develop a fully functioning information system that automates their current business process and greatly increases the office's efficiency

Independent Game Development   May 2022 – Present
- Led a team of 3 to the development of multiple projects utilizing the Unity game engine
- Writing efficient, easily scalable code to implement core gameplay features that enables new features to be added and sequels to be developed
- Utilizing object-oriented programming and Unity's scriptable objects to creature reusable and modifiable classes for all gameplay elements