

Frank Gatto

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EDUCATION

Temple University, College of Science and Technology **Philadelphia, PA**

Bachelor of Science, Information Science & Technology *Expected Graduation: May 2023*

Cumulative GPA: 3.29

Relevant Coursework:

Data Structures	Component-Based Software	Database Management
Client-Side Scripting	Server-Side Scripting	Secure Software
Digital Forensics	Quality Assurance & Testing	

TECHNICAL SKILLS

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

WORK EXPERIENCE

Computer Science Tutor | Philadelphia, PA Jan 2018 - Present

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 their grades

Quantum Strategies | Philadelphia, PA Jan 2022 – Mar 2022

Computer Science Intern

- Collaborated with team of 15 people in the development of a frontend solution for easy-building applications and websites utilizing JavaScript and Node.js

TECHNICAL PROJECTS

Information Technology Capstone Project – Letter of Recommendation Tracking System

Analysis Phase Aug 2022 – Dec 2022

- Worked on a team of 4 to deliver an information system to Temple University's Office of Pre-Professional Health Advising
- 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 full development and release of 2 projects utilizing the Unity game engine and C# programming language
- 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 create reusable and modifiable classes for all gameplay elements