Frank Guglielmo

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EDUCATION

University of San Francisco (USF), San Francisco, CA
- *B.S. in Computer Science, Minor in Business Analytics*   *May 2024*
- *Valedictorian Finalist, Dean's Medal Finalist*
- *Award for Outstanding Service to the Department of Computer Science*
- *Academic Excellence Award for Computer Science*

NOTABLE PROJECTS

Librario   *June 2024 - Present*
- *Programmed a grid-based word puzzle game using Swift & SwiftUI, featuring dynamic tile interactions & an adaptive letter generation algorithm that responds to real-time board conditions*
- *Leveraged GameKit for real-time leaderboard functionality to showcase user achievements & foster competition.*
- *Designed an in-game economy with StoreKit integration, allowing users to purchase power-ups that enhance their gameplay experience*
- *Managed the entire development lifecycle, including prototyping, beta testing, & final App Store submission*

MacOS Daemon for IoT Device Integration   *May 2023 - August 2023*
- *Developed a lightweight MacOS menu bar application in Swift that monitors & reports state changes to Roku's IoT cloud infrastructure*
- *Implemented a REST API in Go, enabling third-party devices to interact with & transmit state change data to Roku's IoT ecosystem*
- *Leveraged Apache Kafka for robust, at-least-once event delivery in the cloud-based IoT state monitoring pipeline*

WORK EXPERIENCE

Stealth Startup, San Francisco, CA   *October 2024 - February 2025*
Software Engineer Intern
- *Assisted in the development & maintenance an AI-driven iOS app with over 4,500 downloads,*
- *Led the implementation of an innovative audio-only mode that enabled direct voice communication between users & a fine-tuned AI model.*
- *Designed & implemented internal tooling via React & TypeScript, allowing admins direct management of user accounts, chat sessions, & real-time insights into the state of our internal AI model, supported by a Python & FastAPI backend.*

Roku, San Jose, CA
Software Engineer Intern, Cloud   *May 2023 - August 2023*
- *Designed & implemented a MacOS Daemon in Swift that monitors system state changes, allowing seamless integration between Mac computers & Roku's IoT ecosystem*
- *Enabled third-party device compatibility for Roku's IoT rule engine, allowing users to create automated workflows where non-Roku device triggers could control Roku smart devices*

USF CS Dept., San Francisco, CA
CS "Super" Tutor   *February 2022 - May 2024*
- *Offered specialized tutoring for undergraduate & graduate computer science students, covering diverse coursework, assignments, & project inquiries*

TECHNICAL SKILLS
- ***Programming languages (Sorted by Proficiency):*** *Swift, SwiftUI, Python, Java, Typescript*
- ***Apple Frameworks:*** *AVFoundation, Observation, Combine, GameKit, StoreKit*