

Frank Cashio

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Skills

Programming

- TypeScript, JavaScript
- Python
- Lisp
- C++, C, C#
- Java
- Bash

Machine Learning

- TensorFlow, HuggingFace
- Deep Learning (MLPs, CNNs)
- K-Means Clustering
- Natural Language Processing

Backend/Cloud/DevOps

- GCP, AWS
- Docker, Jenkins
- N8N

Frontend

- React Native, React
- HTML5, CSS

Fullstack

- Expo, Next.js

Game Development

- Unreal Engine 4/5, Unity
- Blender, Substance Painter

Database

- Firestore, MongoDB
- SQL

Systems/HPC

- Linux (Debian, Ubuntu, RHEL, Rocky Linux, Kali)
 - Windows
 - Slurm, Redfish
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Work Experience

Software Engineer & Systems Administrator | Atipa Technologies — Lawrence, Kansas

Promoted from Junior Linux System Admin to Software Engineer in 4 months

- Built enterprise RMA tracking application with Next.js, MongoDB, and FedEx API integration
 - Developed Saba — Bash automation tool using Redfish API for HPC BIOS management
 - Manage high-performance computing infrastructure using Slurm job scheduling
 - Maintain and optimize enterprise Linux systems across multiple distributions
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Projects

Nutrition Platform (ongoing)

- Architected cross-platform nutrition application for iOS and Android using React Native and Expo
- Engineered backend system interfacing with USDA APIs to retrieve nutrition data from user-scanned UPC codes in real-time
- Implemented secure user authentication through Google Cloud Platform (GCP)
- Integrated evidence-based algorithms for accurate body fat calculations and personalized nutrition recommendations
- Created scalable cloud infrastructure on GCP to handle user data storage and API requests efficiently

Japanese Language Practice Platform

- Implemented machine learning algorithms to analyze user speech, breaking it down into phonemes and measuring pronunciation accuracy using Levenshtein edit distance
- Developed seamless integration with Anki spaced repetition software to track and optimize learning progress
- Designed engaging, gamified user interface featuring casino-style slot machine visuals and sound effects to increase user motivation and retention

Meaty's Mortuary

- Shipped complete horror game with dynamic AI behavior system
- Created immersive 3D environments and custom character assets
- Implemented complex AI and delivered polished gameplay experience

Shotgun Santa (24-Hour Game Jam)

- Delivered complete game in 24 hours featuring three fully animated custom characters
- Demonstrated rapid prototyping and complete 3D asset pipeline from modeling to animation

The Megalodon (24-Hour Game Jam)

- Created underwater survival horror game with AI-controlled predator in 24 hours
 - Implemented sophisticated AI behavior system and immersive underwater environment
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Education

University of Kansas — Computer Science & Physics