Marius Peter

 $\begin{array}{c} \text{Los Angeles, CA} \\ \text{mpeter@ucla.edu} \ / \ +1 \ 818 \ 284 \ 3757 \end{array}$

Education

2014–2019 — University of California, Los Angeles

B.S. in Aerospace Engineering

- Technical breadth in Technology & Management
- Electives: biomechanics, RFID and its application in manufacturing & supply chain

Work

Sep.-Dec. 2017 — Cosmo Tech, Lyon

Assistant Business Analyst

- Learned a C-suite Decision Support Software for complex systems (road networks, energy grids)
- Elaborated a Proof of Concept for Airbus' digital continuity strategy
- Presented Cosmo's modeling & simulation capabilities for Shop Floor Control and Final Assembly Line

Jun.-Jul. 2015 — CERN, Geneva

Assistant Electronics Engineer

- Learned Verilog, LabVIEW and other hardware programming tools
- Assisted my team in a CERN-wide upgrade from CLIs to GUIs for FPGA data acquisition systems (embedded ARM Linux)

04–05/2012 — Alcatel Submarine Networks, Paris

Engineering Intern

- Learned the internal workings of an international optical fiber deployment company
- Assisted the Product Line Manager in evaluating ASN's current offering vs European competitors

Projects

UCLA Design-Build-Launch Senior Capstone

- Model rocket design, manufacturing, testing & analysis
- Lead the manufacturing of my team's rocket, which won first place out of all undergrad engineering teams

Airfoil Design Tool

- Software written for the design & optimization of NACA airfoils complying with FAR 23 regulations
- Available at www.github.com/blendoit/UCLA_MAE_154B

3D Design/CAD

- 10 years experience in geometry modeling, texturing, rendering & visual FX
- Blender 3D renders at www.deviantart.com/faquinou

Skills

Computer Science

- Microsoft Suite & LATEX
- Languages: Verilog, MATLAB, Python, Tcl/Tk
- Systems engineering: UML, SysML, BPMN
- Industrial engineering: AnyLogic, SIMPROCESS, MEGA HOPEX
- CAD packages: SOLIDWORKS, Blender 3D