Justin Marotta

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EXPERIENCE

MTX Group, Inc. – *Software Developer Engineer Intern*
JUNE 2021 - DEC 2021

Develop frontend and backend solutions with Angular, Spring Boot, NestJS.
Implement Google Cloud and AWS technologies into applications.
Data processing, Sci-Kit Learn modeling in Python.
LiDAR asset detection solutions with Velodyne.

Siena College – *Tech Lead for AR/XR Physics Research*
DECEMBER 2020 - PRESENT

Design and develop augmented reality simulations for classical & quantum
mechanics, magnetic & electric fields, organic chemistry and neuroscience.
Manage the codebase using Git, Unity, C#, Vuforia and Merge.
Lead the team, ship the product and train newcomers.

Siena College ITS, Loudonville NY– *IT Consultant Manager*
MARCH 2021 - PRESENT

Interview and guide new consultants through the onboarding process.
Respond to emails, phone calls and tickets for software/hardware related issues.
Create and manage shift schedules.

Doing Business As: Mars Game Development
JUNE 2019 - PRESENT

Develop code for Unity game projects, compose music, design artwork, and
Publish projects to Google Play, Apple App Store, and others.
Manage my website (http://marsgamedev.com/) using AWS (Route53, S3, SES).
Member of ID@Xbox.

EDUCATION

Siena College, Loudonville NY - B.S. Computer Science & B.S. Data Science, Minor in Physics (in progress)
SEPTEMBER 2018 - MAY 2022

Overall GPA: 3.43
GPA within Major: 3.48

OTHER EXPERIENCE

Presenter at RSPS 2021 March 2021
http://www.pas.rochester.edu/news-events/rsps/2021/rsps-proceedings-2021.pdf
Siena College Admissions, Loudonville NY– *Content Strategist/Ambassador*
DECEMBER 2020 - Present
Presenter of Mars Colonization Research, Academic Showcase, Siena College
APRIL 2019
Assistant Project Director, Cassano Construction Group, Duanesburg NY
DECEMBER 2018 - JANUARY 2020
Painter/Laborer, Tritan Builders, Schenectady NY
JUNE 2018 - AUGUST 2021
Festa Kitchen Volunteer, Our Lady Queen of Peace Parish, Schenectady, NY
AUGUST 2012 - AUGUST 2019
Lead Actor, Drama Club, Schalmont High School
SEPTEMBER 2014 - NOVEMBER 2019

SKILLS

Programming Languages:
Java, C#, JavaScript, HTML, CSS, Python, MIPS Assembly, Oracle SQL, PHP, MATLAB

Web Development:
Node.JS, Angular, Nest.JS, Spring Boot, Flask, Postgres, Docker

Software Engineering:
Agile, Scrum, Git, Bash/Command Line, UX/UI, GCP, AWS

Computer Science:
Algorithms, Data Structures, Theory of Computation, Database Management, Relational Algebra, DB Normalization

Operating Systems:
Windows, macOS, Linux (Ubuntu, Arch, Debian)

Data & Machine Learning:
NumPy, Pandas, Scikit-Learn, data visualization, Principal Component Analysis

Game Development: Unity (C#, AR/XR Vuforia Merge Cube), LibGDX (Java).

Electronics: Common transistor and op-amp circuits, soldering, logic gates, boolean algebra, FPGA programming, oscilloscopes.