

MARCO MINETTI

Hammond, IN 46323 · (219) 368-1839 · mminetti@pnw.edu · GitHub: [Marco-Minetti](#)

EDUCATION

Bachelor of Computer Science Purdue University Northwest - Hammond, IN	Expected May 2028 GPA: 4.0 Dean's List
---	--

Diploma in Computer Science - E. Agnelli – High School - Turin, Italy	July 2024
--	-----------

SKILLS

- Coding Language: Java – JavaScript – C – C# – C++ – Svelte – Creation of networks on Cisco – PHP – SQL – CSS – HTML – Database creation – Python – Unreal 5 – Unity – GitHub – Linux
- Language: native Italian, fluent English.

WORK EXPERIENCE

Computer Science Intern	Summer 2025
-------------------------	-------------

Virtualities – Los Angeles, California

- Built Python automation tools and GitHub Actions workflows to streamline testing and deployment.
- Optimized C# code in Unity for an AI/ML visualization application, improving performance and usability.

Computer Science Intern	Summer 2023
-------------------------	-------------

Sirius S.R.L., Energy Automation – Turin, Italy

- Developed a YouTrack-integrated WebApp (Svelte + C# REST API) with Gantt chart visualization.
- Collaborated on internal employee tools, enhancing usability and workflow efficiency.
- Used Svelte.js for both front-end and back-end and C# for the REST API to connect to YouTrack.

Computer Science Intern	Summer 2022
-------------------------	-------------

Links Management & Technology – Lecce (Apulia), Italy

- Created a gamified mission app (Vue.js) enabling users to earn rewards through real-life tasks.
- Partnered with developers to deliver front- and back-end features that met client needs.
- Implemented both front-end and back-end customer application functionalities using Vue.js.

PROJECT WORK

Trader Analyzer - C Project:	Spring 2025
-------------------------------------	-------------

- Built real-time trading analysis tool in C using linked lists.
- Processed live market data via API and analyzed patterns.
- Applied algorithmic strategies and optimized performance with OpenMP.

Gatekeeper - Project for Computer Science club:	Fall 2024 to present
--	----------------------

- Developing 2D multiplayer board game with Unity (4 players).
- Designed Mechanics/UI with team and managed code via GitHub.
- Implement gameplay features and optimized performance.

Hide and Seek - Solo Project:	Fall 2024
--------------------------------------	-----------

- Created 3D multiplayer Hide & Seek game in Unreal Engine
- Implemented matchmaking, roles, and game modes with replication.
- Build optimized 3D environments and responsive controls.

EXTRACURRICULAR EXPERIENCE

QuantumLeap Club – <u>Officer</u> 6 meetings/month	Spring 2024 - Present
---	-----------------------

PNW STEM Student Union Club – <u>Officer</u> 1 meeting/month	Spring 2024 - Present
---	-----------------------

Investments Club – <u>Officer</u> 1 meeting/month	Fall 2024 - Present
--	---------------------

Computer Science Club 4 meeting/month	Fall 2024 - Present
--	---------------------

Programming Competition Club 2 meeting/month	Fall 2024 – Present
---	---------------------

Mathematics and Statistics Club 2 meeting/month	Fall 2024 - Present
--	---------------------

RELEVANT COURSEWORK

Multivariable Calculus, Programming II : Java, System in C, Data Structure, Comp Arch & Assem Lang