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Summary

I am a student developer and designer at the University of Florida seeking an internship that will help me advance my skills in computing and allow me to utilize my eye for design.

Skills

Development:

Java, Javascript, C++, Matlab.
Processing, OpenGL, OpenAL.
Functional programming (OCaml).

Web:

HTML5, CSS3, SASS, Node.js, Angular, Express.js, MongoDB.
Human Centered UI/UX Design.
Agile / Scrum development and Git.
Windows and Linux CLI.

Adobe Suite:

Photoshop, Illustrator, InDesign.
Microsoft Office Suite

3D printing and CAD:

Blender, Maya, Fusion 360, Cura, Simplify 3D.

Technical and creative photography:

raw photo editing, color grading, portrait, landscape, product, and portfolio photography.

Fluent in English and Italian

Relevant Coursework

Data Structures and Algorithms
Human Computer Interaction
Programming Language Concepts
Analysis of Algorithms
Interactive Modeling and Animation
Software Engineering
Computer Graphics
Linear Algebra
Differential Equations

Education

University of Florida | Gainesville, FL

Bachelor of Science in Digital Arts and Sciences expected 2019
Master of Science in Computer Science expected 2020

Projects

UFood Webapp

Full Stack Web Application | Class Assignment | Aug 2018 - Dec 2018

Site which allows students to record and find events across campus offering free food. Developed using Agile and written with the MEAN stack. Live demo: github.com/Marco-Pagani/ufood

Animated Ray Tracer

C++ Program | Final Project | Oct 2018 - Dec 2018

Implementation of ray tracing algorithm to create realistically rendered 3d animations of a variety of primitive objects with dynamic camera view. github.com/Marco-Pagani/animated-raytracer

Experience

Marston Science Library

3D Printer Technician | Gainesville, FL | Aug 2016 - present

Responsibilities include overseeing a laboratory of 10+ 3D printers, working with patrons to discuss feasibility of projects, processing and optimizing 3D models for printing, and performing maintenance on entire fleet of printers.

Digital Arts and Sciences Club

Tutorials Director | Gainesville, FL | Jan 2018 - present

Organizes workshops to teach applications and use of a variety of computer softwares, including 3d modeling and animation, as well as Adobe suite programs, and assorted programming frameworks.

UF CISE Department

Teaching Assistant | Gainesville, FL | Spring 2018

Graded programming assignments and assisted students in Interactive Modeling and Animation

Freelance Photographer

Miami, FL | Sep 2015 - present

Provided portrait and event photography to companies such as Legal Services of Greater Miami, and Casa Valentina.

National Merit Scholarship

National Level Award-Winner | 2016