




marco.pagani@ufl.edu
(305) 799-2706

 www.pagani.io
 github.com/Marco-Pagani
 [linkedin.com/in/marco-pagani/](https://www.linkedin.com/in/marco-pagani/)
 [@paganorama](https://www.instagram.com/paganorama)



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.

Bilingual - 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

Awards

National Merit Scholarship

National Level Award-Winner | 2016

Education

University of Florida | Gainesville, FL

Bachelor of Science in Digital Arts and Sciences December 2019

Master of Science in Computer Science December 2020

Projects

Full Stack Web Application | UFood

Class Assignment August 2018 - December 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

C++ Program | Animated Ray Tracer

Final Project October 2018 - December 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

Portfolio Website | Pagani.io

Personal Project December 2018 - January 2019

Fully original personal website and brand identity. Serves as an online portfolio of software and design projects. Developed using Bulma and npm. Live site listed above.

Experience

3D Printer Technician | Gainesville, FL

Marston Science Library August 2016 - Present

Oversaw a laboratory of 10+ 3D printers, engaged with patrons to discuss feasibility of projects, processed and optimized 3D models for printing, and performed maintenance on entire fleet of printers.

Tutorials Director | Gainesville, FL

Digital Arts and Sciences Club January 2018 - Present

Organized 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.

Teaching Assistant | Gainesville, FL

UF CISE Department January 2018 - April 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 Charity.