MARCO PAGANI

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www.pagani.io
github.com/Marco-Pagani
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@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.