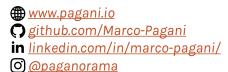


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# Skills

## **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:**

Simplify 3D.

Photoshop, Illustrator, InDesign. Microsoft Office Suite. **3D printing and CAD:** Blender, Maya, Fusion 360, Cura,

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: <a href="mailto:github.com/Marco-Pagani/ufood">github.com/Marco-Pagani/ufood</a>

# 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. <a href="mailto:github.com/Marco-Pagani/animated-raytracer">github.com/Marco-Pagani/animated-raytracer</a>

### 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.