



[marco.pagani@ufl.edu](mailto:marco.pagani@ufl.edu)  
(305) 799-2706

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



## 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](https://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](https://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