MARCO PAGANI

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Summary

I am a graduate student at the University of Florida seeking a full time position that utilizes my software development experience to solve real-world problems for users.

Education
M.S. Computer Science
University of Florida, December 2020
B.S. Digital Arts and Sciences
University of Florida, December 2019

Skills

Development
OOP Languages (C#, Java, C++)
Frontend (Javascript, TS, Vue.js)
Backend (Rails, Node.js, Express)
Functional Languages (Elixir, OCaml)

Parser Generators (ANTLR, Yacc)
Cloud Computing (Dialogflow)
DevOps Concepts (Docker, AWS)

Human Centered UI/UX Design
Data Visualization with D3, Tableau
Agile development, Jira, Git

Software
Adobe Creative Cloud
Microsoft Office Suite

3D
Blender, Fusion 360
Cura, Simplify 3D, Netfabb

Fluent in English and Italian

Relevant Coursework

Advanced Data Structures
Analysis of Algorithms
Computer Graphics
Distributed Systems
Human Computer Interaction
Natural User Interfaces
Programming Language Design
Software Engineering

Experience & Projects

Software Developer - Infotech Inc.
Gainesville, FL | May 2020 - present
» Developed a Vue + Rails web application allowing users to purchase and renew software licenses. Set up automatic deployment to AWS using Github and Docker actions.
» Utilized an Agile methodology, following user needs and iterating on provided design.

Building Makers - CMS-Based Website
Freelance Project | Feb 2020 - Aug 2020
» Designed and developed a responsive site for browsing books dedicated to makerspace learning.
» Using Grav CMS, dynamically generated webpages from provided database to allow future edits by the client.
» Released all code as open source tools for other libraries to use in similar projects.
See it live: buildingmakers.domains.uflib.ufl.edu

Graduate Teaching Assistant - UF CISE
Gainesville, FL | Jan 2018 - May 2020
» Evaluated student assignments and held office hours for several advanced undergraduate courses in the computer science program.
» Collaborated with professors to design challenging assignments and evaluations.

Clickbait - Unity Game
Global Game Jam | Feb 2020
» Designed in 48 hours for the 2020 Global Game Jam.
» Created random encounter system and custom content format that can be dynamically loaded.
Source: github.com/Marco-Pagani/CLICKBAIT

3D Printer Technician - Marston Science Library
Gainesville, FL | Aug 2016 - Dec 2019
» Oversaw a laboratory of 10+ 3D printers, working directly with patrons on projects and assignments.
» Processed and optimized 3D models for printing.
» Performed maintenance on entire fleet of printers.

Academy Instructor - iD Tech Camps
Miami, FL | May 2019 - Jul 2019
» Instructed beginner programmers in a rigorous 2-week C++ course, culminating in a video game built with SFML.
» Developed a curriculum that focused on software development practices and introduced advanced programming concepts.
» Mentored middle and high school students on skills needed to pursue programming at an advanced level.