Anthony Pecoraro

Student Programmer

Contact Info
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My Websites
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Skills

- ❏ C++, Python, RISC-V Assembly, HTML/CSS, JavaScript, SQLite

Projects

RISC-V 32i CPU Emulator / C, RISC-V Assembly, Python, Git
May 2024-Present
- ❏ Designed and implemented instruction decoding logic to handle the complete 32i instruction set architecture.
- ❏ Utilized official RISC-V documentation to ensure accurate implementation of the 32i instruction set architecture.
- ❏ Conducted extensive testing and debugging to validate the emulator's functionality and reliability.
- ❏ Used the official RISC-V GNU toolchain to convert RISC-V assembly code into binary, enabling thorough testing and validation of the emulator.

Indie Game Discovery Website: Indie-Link / Django, Python, SQLite, HTML, CSS
August 2023
- ❏ Developed a web application to connect indie game developers and gamers, offering a platform for posting and discovering indie game titles.
- ❏ Implemented interactive features, including developer forums and discussions, to facilitate player-to-player and developer-to-player engagement.
- ❏ Leveraged SQLite for efficient backend data management and queries.
- ❏ Employed Django's robust framework to ensure a scalable, secure, and user-friendly experience.
- ❏ Managed version control and collaborative development through GitHub.

Work Experience

California's Great America / Lifeguard
May 2018 - August 2019

I worked as a lifeguard at Great America's water park, Boomerang Bay. Duties included:
- ❏ Evaluating water conditions and assisting with customer needs at the water park and aquatics facilities.
- ❏ Maintaining an in-depth knowledge of safety policies and on-site protocols in cases of emergency or need.
- ❏ Engaging in effective communication with customers to strengthen customer satisfaction and loyalty.
- ❏ Demonstrating abilities to deescalate emergency situations and attend to customer needs when needed.

Education

California State University, Chico / M.S. in Computer Science
May 2025, Chico, CA | GPA: 3.8

California State University, Chico / B.S. in Computer Science / Cum Laude
May 2024, Chico, CA | GPA: 3.8

De Anza College / Associates Degree for Transfer in Computer Science
May 2022, Cupertino, CA | GPA: 3.43