ANTHONY CIERI

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TECH SKILLS

Programming
R, Python 3, C, C++, C#, Java, Bash Scripting

Operating Systems
Linux, Unix-based, MS Windows

Software
Visual Studio Code, Vim, Bash, Git, Github, Docker, Robot Operating System 2, Blender 3D Creation Suite

Computers
Building / Upgrading Systems, Arduino, Raspberry Pi

VOLUNTEER / EXTRACURRICULAR

UVEEC DIVE Software Team Lead
Victoria, BC   **Jan 2024 - Present**
I co-lead the Software Team of UVEEC, a club dedicated to the design of an underwater autonomous glider.
- Onboard new members, assign tasks
- Discuss meeting and work session plans
- Collaborate and integrate with other teams
- Set up skill development sessions for members

CERT (Community Emergency Response Team)
Kenmore, Washington   **2019**
I became certified to organize my community in the event of a disaster.
- Applied logistical and organizational skills
- Developed triage and prioritization skills
- Learned basic first aid

High School Wrestling Team Captain
Kenmore, Washington   **2021 - 2022**
As the team captain, my job was to keep the younger members on track and ensure they were ready for their matches on time.
- Developed team building skills
- Learned how to be prepared

HOBBIES / INTERESTS

Active
Brazilian Jiu Jitsu, Mountain Biking, Photography, Sailing: Licenced by the ASA

Creative
Photography, 3D Printing, 3D Modeling and Rendering

Computing
Programming, System customizing / configuring, Open source Software, Building / Upgrading Hardware, Video Games

EDUCATION

Bachelor of Science, Computer Science and Mathematics
University of Victoria   **Sep 2022 - exp. Apr 2026**
Certificate of excellence in Statistics

EXPERIENCE

Junior Developer at D-KAMP Services
Remote   **Feb - Jun 2023**
My task was to develop an API for a resume parser and analyzer in Python.
- Designed a GUI
- Wrote a parser for PDF and MS Word documents
- Designed a system to rate and compare two resumes

PROJECTS

UVEEC DIVE Software Team Member
Victoria, BC   **Sep 2023 - Present**
As a member of UVEEC, I used Docker and ROS2 to develop sensor nodes, and designed high and low level control systems for an autonomous underwater glider.
- Researched navigation algorithms
- Demoed in-progress work to the club
- Utilized Docker and Git to collaborate with other members

Physics Based Boat Game
Kenmore, Washington   **Jul - Aug 2023**
A game I started working on over the summer, it uses real physics dynamically calculated based on the 3D boat model.
- Realistic buoyancy and hydrodynamics
- Modular boat parts for custom designs
- Written in C# for the Godot Game Engine

Black Hole Light Path Visualizer
Kenmore, Washington   **2021 - 2022**
Inspired by *Interstellar* (2014)'s black hole that was rendered using bespoke software and real physics.
- Approximated light paths with Newtonian mechanics
- Manipulated a background image with gravitational lensing
- Written in C++ from scratch

Shark Game
Kenmore, Washington   **2020 - 2021**
This game was about swimming through procedurally generated caves and eating schools of fish and growing.
- Procedural generation of caves, cliffs, and islands
- Implemented boids algorithm for schooling fish
- Written in C# for the Unity Game Engine