

Marco Acea

About



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marco-acea



aceamarco

Programming Languages

Python Golang C

HTML/JS/CSS

System Verilog

Software/Frameworks

Selenium Django

Kubernetes

Google Firestore

Argo CD

Experience

Intuit

05/2021 - 08/2022

Software Engineering Intern

- Developed new feature for the ArgoCD project that allows non-admin users to safely create Applications and Projects for themselves within a Kubernetes cluster.
- Built a Kubernetes custom resource definition that combines Kubernetes' Role Based Access Control System with custom admin defined Project Specifications to manage ArgoCD configurations for non-admin users.

23andMe

07/2020 - 09/2020

Software Engineering Intern

- Developed user interface for internal hosting service with the Application Infrastructure Team
- Built Flask app that uses Flask API endpoints to display information about applications (statuses, teams, owners, authentication tokens, etc.)

Carnegie Mellon University

01/2019 - 07/2020

Teaching Assistant

- Summer 2020 — Reduced course staff response time from several hours to ~10 minutes on average and aided the response of 1,200+ replies across the course's most popular channels with the Partheon Notifications Slack Bot
- Co-taught daily recitations in Python, while teaching Go, HTML/CSS, and Javascript for the first time in our course's history. Hosted office hours answering questions about course concepts and debugging help
- Resulted in a median score above 90% in exams covering Go and our first successful semester teaching Go
- Summer 2019 — Created lecture material/code using HTML/CSS/JS with Google Firestore's API

Open Source Projects

ArgoCD AppSource Controller

05/2021 - 08/2021

Golang Kubernetes ArgoCD

- Kubernetes Custom Resource Definitions that gives under-privileged users permission from admins to create ArgoCD applications automatically
- Supports multiple ArgoCD Project "profiles" that limit what actions sub-users can make with their application.
- Currently going through adoption process for the argo-proj-labs collection of vetted community projects

Education

Carnegie Mellon University

08/2018 - 12/2022

Bachelor's of Science in Electrical and Computer Engineering

- Structure and Design of Digital Systems
- Web App Development
- Principles of Imperative Computing
- Logic Design and Verification
- Intro to Embedded Systems
- Fundamentals of Embedded Control

