Marco Acea

About

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aceamarco@gmail.com

(786) 470-9891

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Programming Languages

Python Golang C HTML/JS/CSS System Verilog

Software/Frameworks

Selenium Django Kubernetes Google Firestore

Argo CD

Experience

Intuit

05/2020 - Present

Software Engineering Intern

 Developed a new feature project, ArgoCD AppSource Controller, for the Argo Kubernetes Organization

23andMe

07/2020 - 09/2020

Software Engineering Intern

 Developed user interface using Flask API endpoints to display information about hosted applications (statuses, teams, owners, authentication tokens, etc.)

Projects

PD Temperature and FSM Rollercoaster Controller 01/2022 - 05/2022

Fundamentals of Embedded Control

 Developed a Proportional-Derivative controller that approaches and holds a desired temperature within a closed chamber

- Developed a finite state machine controller that manages model rollercoaster carts through the track
- Designed electrical circuit and built testbenches for both controllers

ArgoCD AppSource Controller

05/2021 - 08/2021

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

UART/I2C Controller and Real Time Kernel

01/2021 - 05/2021

Intro to Embedded Systems

- Used Memory Mapped I/O (MMIO) to build UART and I2C peripheral drivers
- Built an acoustic "clap" detector that runs on the STM32 Nucleo Board using I2C for acoustic data and UART to print sensor data to the console
- Designed multi-threaded Real Time Operating System (RTOS) with context switching, mutexes, and enforced fixed priority scheduling.

Malloc and Unix Tiny Shell

08/2020 - 12/2020

Intro to Computer Systems

- Implemented dynamic memory allocation library in C using both explicit and segregated free lists
- Implemented a Unix shell program that supports job control using process control and signalling.

Education

Carnegie Mellon University

08/2018 - 12/2022

Bachelor's of Science in Electrical and Computer Engineering

- Structure and Design of Digital Systems
- Signals and Systems
- Web App Development
- Intro to Computer Systems
- · Intro to Embedded Systems
- Fundamentals of Embedded Control