

Paul Marchitiello

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Hello, my name is Paul and I'm a Sacramento State University graduate with a bachelor's degree of computer science. I'm interested in working with Java or C# but I'm open to other positions.

SKILLS

- **Coding Language Experience**
 - **Intermediate level experience**
 - Java
 - C#
 - **Beginner level experience**
 - SQL
 - Javascript
 - HTML
 - CSS
- **Operating Systems Experience**
 - **Intermediate level experience**
 - Windows 10
- **Version Control**
 - GitHub
- **Project Management Tools**
 - Jira
 - Trello

EDUCATION

- John Swett High School
 - **Date:** 2003-2007
 - **Degree:** High School Diploma
- Sierra College
 - **Date:** 2017-2020

- **Degree:** Associate of Arts Natural Science
- CSU Sacramento
 - **Date:** 2020-Present
 - **Degree:** Bachelors Degree of Computer Science

WORK EXPERIENCE

- DevOps Volunteer
 - **Company:** Bayside Church
 - **Date:** January - August 2022 (8 Months)
 - **Address:** 8191 Sierra College Blvd, Roseville, CA 95661
 - **Phone:** (916)791-1244
 - **Email:** granitebay@baysideonline.com
 - **Responsibilities:**
 - Coding in C#
 - Utilizing/customizing Rock RMS to fulfill church management needs
- Intern
 - **Company:** Infinadeck
 - **Date:** October, 2018 – March 2019 (6 Months)
 - **Address:** 4105 Delmar Ave, Unit 3, Rocklin, CA 95677
 - **Phone:** (916)292-9121
 - **Email:** Support@Infinadeck.com
 - **Responsibilities**
 - Working in a small team environment
 - Creating digital systems and environments for testing the Infinadeck omni-directional treadmill in Unity Game Engine and Unreal Engine
- Desktop Technician (Contractor)
 - **Company:** Sutter Health
 - **Date:** August 2015 - January 2016
 - **Responsibilities**
 - Software and hardware installation/troubleshooting
 - Multitasking(Troubleshooting 2 or more issues remotely while imaging new computers)
 - Data entry(updating equipment inventory, installation tracking with excel spread sheets)
 - Customer service via phone, email, IM and text
 - Training new technicians on computer imaging, computer data transfer and troubleshooting
 - Managed building /transfer/ configuration for 150 laptops
 - Remedy ticketing system
 - Programming and Installation of credit card chip readers

- Independent Video/Tabletop Game Developer
 - **Company:** None(Hobby)
 - **Date:** 2015-Present
 - **Responsibilities**
 - Unity Game Engine
 - Coding with C#
 - Creating art assets
 - Modeling with Blender
 - Translating gameplay concepts into code
 - Creating tabletop rules sets
- Premise Technician
 - **Company:** AT&T
 - **Date:** August 2008 – September 2008
 - **Address:** 3235 N Texas St, Fairfield, CA 94533
 - **Responsibilities**
 - Installation/repair of U-verse equipment
 - Customer service.