



Michael Anthony Delfino

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Work Experience

Firmware Engineer – Lexmark International, Inc. (www.lexmark.com) – Nov 2011 - Mar 2014

Worked on embedded systems on Lexmark's laser printer products. Specifically, worked on User Interface and the Embedded Web Server. Utilized Agile Software Development practices and Test Driven Development. Participated in numerous innovation and entrepreneurial challenges. Mentored new employees and taught co-workers how to use new technologies

Teaching Assistant – University of Kentucky CS Dept – Spring 2010, Fall 2010, Fall 2011

Assisted professors in teaching CS 115 (Intro to Computer Programming). Ran weekly lab sessions, held office hours, maintained a website for students to check their grades, graded programming assignments, proctored tests and aided in the overall administration of the course. Below is an excerpt from a review I received from my time as a teaching assistant:

"Michael has a deceptively relaxed style, but shows clear mastery of the material and holds students' attention... Michael does a good job of drawing the material out from the students. The students are comfortable in the class, and with him... One of the most striking things about watching him is how evident it is that he enjoys interacting with the students, both one-on-one and from the front of the room." - **Dr. Goldsmith** (Professor, Computer Science Department, University of Kentucky)

Software Developer – ArchVision, Inc (www.archvision.com) – Co-op Fall 2009

Developed, tested, and maintained software solutions at a small (was one of 4 developers), local company where I gained experience with many technologies and small team dynamics

Education

University of Kentucky Graduate School – Lexington, KY

M.A. in Education, Secondary Mathematics – In Progress (Expected Graduation: May 2015)

University of Kentucky – Lexington, KY

B.S. in Computer Science, minor in mathematics – May 2011

Summa Cum Laude, Honors Program, President of UK ACM, Singletary Scholar

CS Outstanding Graduating Senior, Winner of ACM Programming Contest

Volunteerism

Teach For America, One-to-one Mentoring (Booker T. Washington Elem. '12-'13 School year), Kentucky Science Center E-day (Ran exhibits 2012-2014), Video Game Boot Camp, University of Kentucky E-day, UK Honors Program Mentor, Honorable Order of the Kentucky Colonel

Hobbies

- Stand-up comedy – performed in Lexington, Louisville, Cincinnati, Knoxville and Morehead
- Developing Video Games – participated in Global Game Jam, Ludum Dare and I've led session teaching kids the basics of how to make video games
- Chess, puzzles and other "learning" games that involve solving problems – won numerous chess tournaments and trophies, unofficially coached many people
- Book and coding clubs – meeting with peers to learn new things through study and practice